

The cover art is a dynamic illustration set against a dark, star-filled space background. In the upper center, a large, menacing, metallic mask with glowing red eyes looms over the scene. To the left, a large, muscular, orange-skinned alien with a helmet and armor is depicted. To the right, a character in a yellow and black striped tunic and a hooded cloak wields a glowing red lightsaber. In the center, a man with brown hair and a leather jacket holds a blaster. To his right, a woman with long purple hair and a blue and silver outfit also holds a blaster. In the lower right, a group of Imperial Stormtroopers in white armor are visible. Several sleek, futuristic starfighters are shown in the upper right corner, firing blue energy beams. The overall tone is dramatic and action-oriented.

STAR WARS®

ROLEPLAYING GAME

LEGACY ERA CAMPAIGN GUIDE

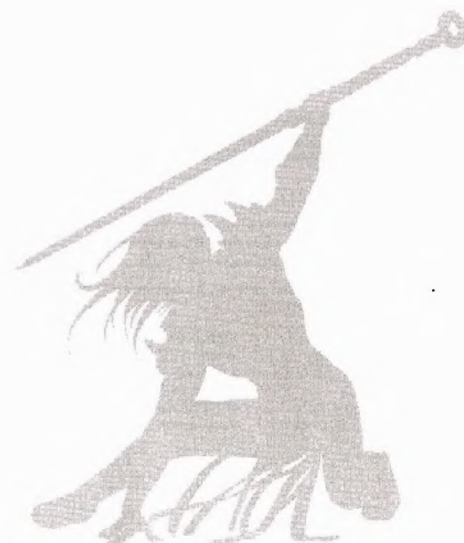
RODNEY THOMPSON STERLING HERSHEY GARY ASTLEFORD

STAR WARS®

ROLEPLAYING GAME

LEGACY ERA CAMPAIGN GUIDE

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CONTENTS

INTRODUCTION . . . 4

CHAPTER I: SPECIES . . . 8

Species Characteristics	10
Chagrian	10
Chiss	11
Codru-Ji	12
Klatooinian	13
Nagai	14
Weequay	15
Yuuzhan Vong	16
Zeltron	17

CHAPTER II: HEROIC TRAITS 18

Legacies	19
Destinies	21
New Talents for Heroic Classes	26
New Jedi Talents	26
New Noble Talents	27
New Scoundrel Talents	29
New Scout Talents	30
New Soldier Talents	30
Skills	31
Feats	34

CHAPTER III: PRESTIGE CLASSES 38

New Talents	40
Bounty Hunter Talents	40
Elite Trooper Talents	40
Gunslinger Talents	41
Jedi Knight Talents	41
Officer Talents	42
Sith Apprentice Talents	43
Prestige Classes	43
Imperial Knight	43
Shaper	46

CHAPTER IV: THE FORCE . . . 48

Force-users in the Legacy Era	50
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The Hidden Temple	50
The Imperial Knights	51
The Sith	52
The Malevolence	52
Force Powers	53
Force Talents	55
Force Techniques	55
Other Force-Using Traditions	57
The Disciples of Twilight	57
The Ember of Vahl	58

CHAPTER V: EQUIPMENT AND DROIDS . . 60

Biotech	61
Melee Weapons	62
Ranged Weapons	63
Equipment	65
Droids	69

CHAPTER VI: VEHICLES AND STARSHIPS . . 78

Speeder Bikes	80
Airspeeders	81
Starfighters	82
Space Transports	86

CHAPTER VII: LEGACY ERA CAMPAIGNS . . 92

Introducing the Legacy Era	94
Advancing Existing Heroes	94
Heroic Legacies	96
Heirloom Items	97
Everything Has a Place	99
Age of Shadow	101
Challenging Assumptions	103

CHAPTER VIII: GALACTIC GAZETTEER . . 104

Space Travel	105
Planets of the Legacy Era	106
Planetary Updates	112

CHAPTER IX: THE GALACTIC ALLIANCE 118

Organization	120
The Alliance Remnant	122
Alliance Personnel	127
Influential Personalities	133
Admiral Gar Stazi	133
Andurgo	134
Bail Antilles	135
Commander Jhoram Bey	135
Anj Dahl	136
Gial Gahan	136
Monia Gahan	137
Hondo Karr	137
Nu Toreena	138
Ronto	139
Captain Jaius Yorub	139
Alliance Armor	140
Alliance Equipment	140
Alliance Starfighters	141
Alliance Space Transports	145
Alliance Capital Ships	147
Deep Space Camps	151

CHAPTER X: THE GALACTIC EMPIRE 154

Darth Krayt's Empire	155
Roan Fel's Empire-in-Exile	160
Imperial Personnel	161
Influential Personalities	167
Nyna Calixte (Morrigan Corde)	167
Darth Azard	168
Darth Krayt	168
Darth Maladi	170
Darth Maleval	171
Darth Nihl	171
Darth Talon	172
Darth Wyyrlok	173
Antares Draco	174
Fehlaur	175
Marasiah Fel	176
Roan Fel	177
Oron Jaeger	178
Azlyn Rae	178

Konrad Rus	179
Astraal Vao	180
Morlish Veed	180
Gunn Yage	181
Rulf Yage	181
Imperial Ranged Weapons	182
Imperial Armor	183
Imperial Vehicles	184
Imperial Starfighters	185
Imperial Space Transports	187
Imperial Capital Ships	189

CHAPTER XI: THE FRINGE . 192

Remnants of the Jedi Order	193
The Underworld	197
Other Fringe Personalities	207
"Bantha" Rawk	207
Cade Skywalker	208
Chak	209
Choka Skell	210
Deliah Blue	210
Haako	211
Jarrah Syn	212
Jor Torlin	213
Kee	213
Liaan Lah	214
Naxy Screeger	215
Nei Rin	215
Niffia	216
Vongspawn	217
Fringe Starships	217
Grinning Liar	219
Mynock	219
Beasts	220

APPENDIX . . . 222

INTRODUCTION





Obi-Wan Kenobi once called the period between the fall of the Republic and the rise of the Galactic Empire the "Dark Times." Had he foreseen the Legacy era, he might have called the period defined by Palpatine's rise to power something else. Indeed, the Legacy era is rife with the same tyranny, oppression, violence, and danger that flourished under Palpatine's rule. However, in the future of the *Star Wars* galaxy, the Empire is openly ruled by a Sith Lord and his dark minions, the Jedi have once again been hunted nearly to extinction, and the heir to the Skywalker name is a death stick-using bounty hunter who rejects the Force and everything associated with it. Times have never been grimmer than they are under Darth Krayt's Empire, and yet the opportunities for heroes to make a difference have never been more prevalent.

The Legacy era begins over 130 years after the Battle of Yavin. The galaxy is ruled by a tyrannical dictator, a Sith Lord named Darth Krayt. Darth Krayt and his fellow Sith have reestablished the Galactic Empire. The Jedi are scattered to the distant corners of the galaxy, and the only hope for democracy lies with the fleeing exiles of the Galactic Alliance. Yet the Empire is divided, with the former Emperor, Roan Fel, leading an insurgency against the Sith Lord that deposed him. Meanwhile, individuals lurking on the fringes of society profit by turning Jedi over to the Empire for handsome rewards.

The Legacy era represents a period in *Star Wars* continuity where almost anything has its place. It combines the best and most iconic aspects of the *Star Wars* milieu, providing a time period in which Gamemasters are free to use character archetypes, organizations, weapons, starships, and themes introduced in earlier eras. The Legacy era is also a blank slate where heroes can make names for themselves or use the names that *Star Wars* fans have come to know and love: Antilles, Fel, Skywalker, and Solo, just to name a few. The Legacy era is a time of possibilities: A Mandalorian bounty hunter hero can wear clone trooper armor as he battles lightsaber-wielding Sith Lords and still fit perfectly into this time period.

**"AS I HAVE BENT
THE FORCE TO
MY WILL, SO I WILL
BEND THE GALAXY
AND IT WILL
KNOW ORDER."**

-DARTH KRAYT

TIMELINE

The *Legacy Era Campaign Guide* focuses on the time period surrounding the Imperial Civil War, particularly starting around the year 137 ABY (After the Battle of Yavin). This period, as defined by the *Legacy* comics, provides many options for Gamemasters looking to create campaigns set in this era. During this time period, the Empire rules the galaxy with Darth Krayt on the throne, and the Galactic Alliance Core Fleet (or rather, what is left of it) represents one of the last hopes of freedom and democracy. At the same time, the Jedi are scattered and hunted, while rebellious Imperial forces pit themselves against the ruling tyrants.

The events that lead up to this time period are important and can provide Gamemasters with inspiration for adventures and campaigns. The following timeline covers the major events leading up to the state of the galaxy during the Legacy era, and should make it easier to understand how the galaxy came to such a dark state of affairs.

The Galactic Alliance (28 ABY-126 ABY)

The history of the Legacy era actually begins over 100 years before the reign of Darth Krayt begins. Following the Yuuzhan Vong invasion of the galaxy, the New Republic crumbles. It is only through the united efforts of the Jedi and the remnants of various factions that the Yuuzhan Vong are defeated. At the conclusion of this struggle, the Galactic Alliance comes into being, uniting the remnants of the New Republic and the Empire alike. Other independent territories join the Alliance as well. Although the Galactic Alliance continues to see its share of conflicts, even teetering on the edge of destruction, the galaxy manages to stabilize itself eventually, and the Jedi Order grows and flourishes.

WHAT YOU NEED TO PLAY

You need the *Star Wars Roleplaying Game Saga Edition* core rulebook to make full use of the information in the *Legacy Era Campaign Guide*. This book also makes references to material from other supplements, including *Starships of the Galaxy*, *Threats of the Galaxy*, the *Knights of the Old Republic™ Campaign Guide*, and *The Force Unleashed™ Campaign Guide*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates.

The Ossus Project

Nearly a century after the defeat of the Yuuzhan Vong and the establishment of the Galactic Alliance, a powerful and influential Jedi named Kol Skywalker champions a cause that many see as risky, even dangerous. What Skywalker proposes comes to be called the Ossus Project, and its premise is bold: to take Yuuzhan Vong terraforming biotechnology and use it to rebuild devastated worlds. Skywalker advocates allowing the Yuuzhan Vong—many of whom now coexist in the galaxy among those that they once sought to conquer—to develop terraforming methods to restore ravaged worlds such as Caamas, Honoghr, and Ossus.

Collaborating with Yuuzhan Vong shapers, Alliance and Jedi scientists develop a plan to transform dead worlds into vibrant, livable planets similar to the way that the Yuuzhan Vong transformed Coruscant during their galactic invasion.

The first terraforming test is conducted on Ossus. In a short amount of time, Yuuzhan Vong biotechnology restores Ossus to its state as a lush jungle world. After this rousing success, other worlds vie for a chance to be restored. A small number are chosen for the second phase of the Ossus Project. However, efforts to revitalize these worlds are sabotaged by the resurgent Sith, whose existence is still unknown to both the Jedi and the galaxy at large. As a mysterious disease ravages the inhabitants of these worlds, the galaxy's mistrust of the Yuuzhan Vong surges once more. The Yuuzhan Vong are blamed for the sabotage, Kol Skywalker and the Jedi are accused of complicity, and the Sith divide the galaxy once more.

The Sith-Imperial War (127 ABY-130 ABY)

Shortly after the apparent Yuuzhan Vong sabotage becomes public knowledge, worlds and sectors begin seceding from the Galactic Alliance. The Galactic Empire, still prominent and powerful, withdraws from the Alliance. Anger toward the Alliance and hatred for the Yuuzhan Vong causes many worlds, some prominent and powerful, to flock to the Empire for protection. With newfound resources and a tide of support, the Empire grows in power and size, allowing it to challenge the Galactic Alliance militarily.

War between the Galactic Alliance and the Galactic Empire rages for some time, with both sides trading victories and defeats, until a new faction enters the scene. The Moff Council, unbeknownst to Emperor Roan Fel, has been working behind the scenes to reach an agreement with the Sith. The Sith emerge as a fighting force on the side of the Empire, openly opposing the Galactic Alliance and the Jedi Order. With the aid of these dark Force-users, the revitalized Empire sweeps across the galaxy.

The decisive battle in the Sith-Imperial War occurs at Caamas. Years of battling the Empire have depleted the Galactic Alliance's resources and strained the capabilities of the Jedi Order, and too many neutral worlds have united under the banner of the resurgent Empire. At the end of the Battle of Caamas, after his superiors order him to surrender, Admiral Gar Stazi of the Galactic Alliance takes a remnant of the Core Fleet and flees, leaving the Empire in control of the galaxy.

Although the Battle of Caamas marks the end of the war, the Sith have one more victory to achieve. Against the wishes of Emperor Fel, the Sith attack the Jedi at Ossus, slaughtering them and scattering the few remaining Jedi to the far corners of the galaxy. With the massacre at Ossus, the Jedi Order is crushed and the last hopes of any victory for the Alliance are dashed.

Ascent of the Empire (130 ABY-136 ABY)

Following the destruction of the Jedi Order at Ossus, Darth Krayt seizes control of the Empire by force. He murders the man he believes is Emperor Roan Fel—a man later revealed to be a decoy—and demands the fealty of the Moff Council. When the Moffs acquiesce, Darth Krayt becomes the new Emperor, and the Sith Lords and apprentices under his command become the new rulers of the galaxy.

The real Roan Fel retreats into exile, taking his loyal Imperial Knights and other Imperial personnel with him. In his absence, Darth Krayt's Empire solidifies its hold on the galaxy through fear and military might. Across the galaxy, shipyards produce Imperial warships, and within a few short years the Empire becomes as powerful as it was during the height of Emperor Palpatine's tyranny. Stormtroopers are recruited and trained, the Imperial Navy patrols the space in all parts of the galaxy, and the Sith Lords and their Moff cronies squeeze the planets under their control.

"TIME AND AGAIN
THE GALAXY-
WHICH WE SERVED-
TURNED AGAINST
US! AND WE KEEP
COMING BACK FOR
MORE! THAT'S REAL
CLEVER OF US,
ISN'T IT?"

-CADE SKYWALKER

The Imperial Civil War (137 ABY and Beyond)

Seven years after the Battle of Caamas, the Empire-in-exile, under the command of Roan Fel, begins concerted efforts to undermine Krayt's authority. By disrupting the plans of the Sith, this Imperial insurgency sparks an all-out civil war. Meanwhile, Admiral Stazi and the remnants of the Galactic Alliance Core Fleet continue to engage in hit-and-run attacks against Imperial forces. Though its supplies are low and its fleet is constantly on the move to avoid detection, the Alliance grows ever more daring with its attacks. The crowning achievement of the Alliance rebellion proves to be the capture of a prototype Star Destroyer, stolen from the Empire's shipyards at Mon Calamari.

The Jedi, scattered across the galaxy, begin to rebuild their fallen Order. The reappearance of Cade Skywalker, the son of Kol Skywalker, offers a glimmer of hope to those who long for freedom. Cade, however, has rejected his destiny time and again, meaning that the galaxy may need other heroes to step up and do what he will not.



A SMUGGLER WATCHES HV-7 LOADING DROIDS PLACING CARGO ON HER SHIP.

CHAPTER I SPECIES





Players in a Legacy era campaign have many species open to them, including the dread Yuuzhan Vong. With the exception of a few species that have fallen into obscurity, such as the Massassi or the Rakata, there are few, if any, races that are inappropriate for the era. Species that had not yet been discovered or integrated into the galaxy during the Clone Wars or Galactic Civil War have now been present in the galaxy at large for over a century. Moreover, the Yuuzhan Vong, who less than a century ago invaded and ravaged the galaxy, are now free to pursue other destinies (though they remain subject to prejudice).

Under Palpatine's Galactic Empire, many species were subjugated as a part of the Sith Lord's humanocentric campaign. Wookiees and Mon Calamari were enslaved, and throughout the Core Worlds non-Human species were discriminated against as lesser beings. This is not the case during the Legacy era, at least not entirely. Although the Empire under Darth Krayt imposes tyranny on planets, it treats all species more or less equally. Species that are singled out, such as the Mon Calamari, are done so only as a punishment for actions against the Empire. In such cases, members of an entire species pay the price for the rebellion of the few.

Within the Empire ruled by Darth Krayt and the Empire-in-exile ruled by Roan Fel, non-Human species can rise to positions of prominence. The Sith Lords themselves hail from a number of species, and many high-ranking Imperial officers are non-Humans as well. Despite this general acceptance of all species within the Empire, a few hard-line traditionalists still hold onto the old prejudices. These Imperial bureaucrats are usually small in number, but they often surround themselves with like-minded allies, leading to small pockets of anti-alien sentiment even within the larger cosmopolitan Galactic Empire.

SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

ABILITY ADJUSTMENTS

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use Tables 1-2 and 1-3 to help determine age, height, and weight.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Chagrian	+2 Strength, -2 Dexterity
Chiss	+2 Intelligence
Codru-Ji	None
Klatooinian	+2 Constitution, -2 Intelligence, -2 Wisdom
Nagai	+2 Dexterity, +2 Charisma, -2 Constitution
Weequay	+2 Constitution, -2 Intelligence, -2 Charisma
Yuuzhan Vong	+2 Strength, -2 Wisdom
Zeltron	+2 Charisma, -2 Wisdom

TABLE 1-2: AGE BY SPECIES

SPECIES	CHILD	YOUNG		MIDDLE		OLD	VENERABLE
		ADULT	ADULT	AGE	AGE		
Chagrian	1-12	13-16	17-42	43-56	57-75	76+	
Chiss	1-10	11-13	14-50	51-62	63-79	80+	
Codru-Ji	1-8	9-12	13-44	45-60	61-84	85+	
Klatooinian	1-9	10-14	15-49	50-69	70-89	90+	
Nagai	1-11	12-18	19-44	45-60	61-74	75+	
Weequay	1-12	13-17	18-49	50-74	75-89	90+	
Yuuzhan Vong	1-11	12-17	18-40	41-60	61-75	76+	
Zeltron	1-11	12-18	19-49	50-64	65-79	80+	

TABLE 1-3: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Chagrian, male	1.9 m	95 kg
Chagrian, female	1.9 m	85 kg
Chiss, male	1.85 m	85 kg
Chiss, female	1.7 m	65 kg
Codru-Ji, male	1.6 m	65 kg
Codru-Ji, female	1.6 m	60 kg
Klatooinian, male	1.8 m	80 kg
Klatooinian, female	1.8 m	75 kg
Nagai, male	1.8 m	60 kg
Nagai, female	1.6 m	45 kg
Weequay, male	1.7 m	75 kg
Weequay, female	1.6 m	65 kg
Yuuzhan Vong, male	1.9 m	70 kg
Yuuzhan Vong, female	1.7 m	60 kg
Zeltron, male	1.8 m	70 kg
Zeltron, female	1.65 m	55 kg

CHAGRIAN

The amphibious Chagrians are comfortable both on land and in water. The coastal cities of their homeworld are constructed to allow the rising tides to flood the buildings. When this takes place, Chagrians swim from place to place, or use speeders which are also adapted for aquatic use. The pleasant tropical climate of Champala coupled with the exotic architecture of its cities makes the Chagrian homeworld a popular destination for galactic tourists. Unlike cities, spaceports on Champala are built high above sea level on the driest parcels of land.

Although juvenile Chagrians possess a weak sense of taste, this sense fades as they mature into adults. The end result is that Chagrians rarely, if ever, enjoy consuming food and drink, and do so solely to fuel their bodies. Dining activities are traditionally viewed as a nuisance and a waste of time, so most Chagrians choose to consume nutrient capsules in order to maintain bodily health and energy levels. When traveling, most Chagrians carry portable scanners that allow them to determine the relative nutritive value of the food they eat. Although they are unable to taste the food they eat, Chagrians view dining as an opportunity to socialize with members of other species that do not share their sensory deficiencies.

Society on Champala is peaceful and highly structured, although Chagrian legal systems are complex and often daunting to outsiders. As a rule, Chagrians are law-abiding and obedient toward figures of authority. Champalan government ensures that every citizen is cared and provided for, and the standard of living for even the poorest Chagrian is quite high when compared to the impoverished members of other species.

Chagrians have inherited an innate resistance to radiation due to instability in Champala's primary star. Their blue skin is a direct result of this evolutionary step, and modern Chagrians continue to enjoy protection from myriad forms of radiation as a side effect.

Personality: Chagrians are, by and large, even-tempered and accepting of others. They appreciate law, order, and well-defined social structures. On their homeworld, they want for little, and so Chagrians are rarely selfish or greedy individuals. Due to their accepting natures, Chagrians enjoy interacting with members of many different species. Given their loyalty, they make excellent companions and friends.

Physical Description: Chagrians possess thick skin that ranges in color from light blue to dark indigo. Horns (known as *lethorns*) stem from a pair of fleshy growths that protrude from the sides of their heads. Male Chagrians also develop a pair of sharp horns on the tops of their heads, and these are known to get quite long.

Homeworld: Champala, a tropical water world in the Inner Rim.

Languages: Chagri is the native language of Champala. Chagrians who leave their homeworld readily learn Basic in order to communicate with the rest of the galactic community.

Example Names: Mas Amedda, Belar Tasseva, Myn Seda, Shiran Val-lendri, Ketrilas Gorran.

Adventurers: Given their predisposition in dealing well with others, Chagrians make excellent nobles and Jedi. Less scrupulous Chagrians gravitate toward the scoundrel class, while scouts and soldiers are not unheard of.



CHAGRIAN SPECIES TRAITS

Chagrians share the following species traits:

Ability Modifiers: +2 Strength, -2 Dexterity. Chagrians are physically strong but lack grace.

Medium Size: As Medium creatures, Chagrians have no special bonuses or penalties due to size.

Speed: Chagrian base speed is 6 squares.

Breathe Underwater: As amphibious creatures, Chagrians can't drown in water.

Low-Light Vision: Chagrians ignore concealment (but not total concealment) from darkness.

Radiation Resistance: Chagrians gain a +5 bonus to Fortitude Defense against attacks that deal radiation damage.

Automatic Languages: Basic, Chagri.

CHISS

Originating on the cold world of Csilla in the Unknown Regions, the Chiss are largely unknown to the greater galactic community until five years after the Battle of Yavin, when a Chiss known as Grand Admiral Thrawn rallies the Imperial remnants and goes to war against the New Republic. Even then, the Chiss remain an enigmatic, secretive species. Their origins are largely unknown, even to the Chiss themselves, though some scientists believe they are descended from an isolated human colony lost to time.

The Chiss are technologically advanced, keenly interested in art and science, and skilled at mathematics. Though logical in their mindset, they are also appreciative of philosophy and interested in other cultures. Given

their xenophobic tendencies, it comes as no surprise that the Chiss use their understanding of non-Chiss cultures to gain a tactical advantage over potential adversaries.

Chiss society is highly ordered and structured. Rule of law is controlled and enforced by a small number of ruling "families." These ruling families, also known as clans or houses, are more akin to different branches of government than to actual familial units. As a rule, a Chiss will never knowingly do anything to bring shame upon his or her



family, for entire lines have been exiled for the actions of a single family member.

The culture of the Chiss is based on a strict code of conduct. As a rule, they do not attack an enemy unless they are attacked first. Thrawn ignores this imperative when he seizes control of the Imperial remnant, and consequently he is exiled from his people. Although most Chiss are peaceful, once embroiled in military conflict, they do not relent until their enemy is either totally destroyed or completely subjugated.

Personality: Many of the galaxy's perceptions of the Chiss and how they behave is initially based on the personality of Grand Admiral Thrawn. As the years pass, it becomes increasingly obvious that all Chiss are individuals, and that Thrawn was an exceptional member of his species in a number of ways. As such, the impression of the Chiss held by the galaxy at large is that they are arrogant, aloof, and calculating individuals. While this may be true in some instances, Chiss personalities are as varied as those of any other species. In general, they tend to be well-educated, artistic, and cautious in their dealings with strangers.

Physical Description: Chiss have deep blue skin and red glowing eyes. The shade of their skin and the crimson of their eyes deepens with the amount of oxygen in the atmosphere that they breathe. They tend to have black hair, though some individuals, especially female Chiss, develop grey hair as they age.

Homeworld: The frigid world of Csilla, in the Unknown Regions.

Languages: Cheunh is the complex and nuance-laden language of the Chiss. Most non-Chiss have difficulty learning the intricacies of Cheunh. Chiss, on the other hand, have little difficulty mastering Basic, though most of them are unfamiliar with it.

Example Names: Chiss traditionally have long, tripartite names. When dealing with non-Chiss, these names are abbreviated. Examples of abbreviated Chiss names include Dreel, Prakk, Karyce, Lev, Sorn, Szardra, Thrawn, Voss, and Zilvad.

Adventurers: Their keen mental acuity allows the Chiss to excel at nearly any occupation they choose to pursue. However, there are no known Chiss Jedi, and it is currently unknown whether Chiss society is home to any Force traditions.

"COINCIDENCES CAN
ALWAYS BE LINKED
IN A SUGGESTIVE
MANNER."

-MOFF FEHLAAUR

CHISS SPECIES TRAITS

Chiss share the following species traits:

Ability Modifiers: +2 Intelligence. Chiss are naturally bright and intelligent.

Medium Size: As Medium creatures, Chiss have no special bonuses or penalties due to size.

Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: A Chiss character chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss ignore concealment (but not total concealment) from darkness.

Automatic Languages: Cheunh.

CODRU-JI

The Codru-Ji have long been isolated from the rest of the galaxy. Highly xenophobic, they are reluctant to grant members of other species access to their society. Though they do not fear other cultures, they are concerned that outsiders will somehow "rub off" on them and corrupt their own traditions and values.

Certain aspects of Codru-Ji culture is barbaric by galactic standards. Ritual kidnapping, especially of the children of political rivals, is common. Though victims are generally returned unharmed, the experience can be frightening and offputting to non-Codru-Ji. Visitors to Munto Codru are warned that they should never travel alone, lest they fall victim to abduction. Offworlders abducted by Codru-Ji in this manner are often forced to pay a ransom, either in the form of valuables or political favors.

All Codru-Ji possess six limbs: four arms and two legs. In addition, juvenile Codru-Ji hardly resemble their parents as much as they resemble small, furred, hexapedal canines. Referred to as Wyrwulves, Codru-Ji children continue to



grow and develop in their six-legged form until puberty, when they pupate in cocoons and emerge as bipedal adults.

Personality: As a species, the Codru-Ji are uncomfortable around outsiders and have trouble integrating into the galactic community. They are suspicious of others, looking for hidden motives in even the most mundane circumstances. Family ties are crucial to Codru-Ji, and they will do anything to protect their loved ones and family members, especially their children. A Codru-Ji who forms friendships with members of other species comes to regard them as family, and can be just as protective of them as any other family member.

Physical Description: All Codru-Ji have four arms, two legs, elongated faces, and pointed ears. Codru-Ji hair and eye colors tend toward dark, earthy browns. Codru-Ji juveniles, or Wyrwulves, resemble six-legged canines and are often mistaken for pets by offworlders who don't know any better.

Homeworld: Munto Codru, located in the Outer Rim.

Languages: Codruese is an idiom-rich language punctuated by guttural growls, whines, and barks.

Example Names: Adaavi, Deceven, Jorrdur, Ketanna, Merasska, Raiko, Veesani, Zallfric.

Adventurers: The few Codru-Ji who leave Munto Codru are often nobles, scouts, and scoundrels. Though Codru-Ji Jedi are rarely encountered, Codru-Ji Force adepts, considered healers and spiritual advisors, have been noted.

CODRU-JI SPECIES TRAITS

Codru-Ji share the following species traits:

Ability Modifiers: None.

Medium Size: As Medium creatures, Codru-Ji have no special bonuses or penalties due to size.

Speed: Codru-Ji base speed is 6 squares.

Bonus Feat: A Codru-Ji gains Dual Weapon Mastery as a bonus feat provided he or she meets the prerequisites of the feat (minimum Dexterity of 13 and a base attack bonus of +1).

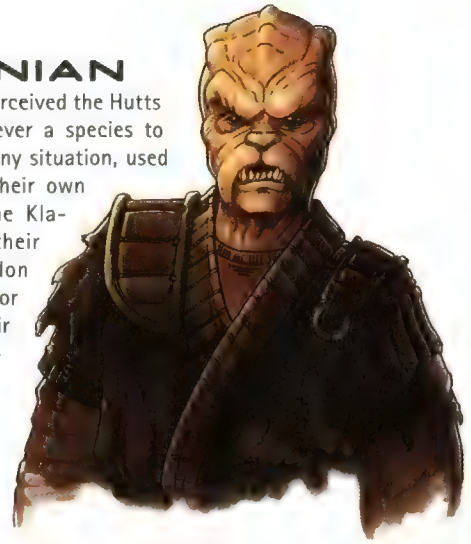
Extra Arms: Codru-Ji can hold up to four items or weapons at a time. This ability does not grant extra attacks; however, it does mean that a Codru-Ji can wield two two-handed weapons at a time.

Skilled Grappler: Due to their extra arms, Codru-Ji gain a +5 species bonus to grab attacks.

Automatic Languages: Basic, Codruese.

KLATOONIAN

The ancient Klatooonians perceived the Hutts as demigods. The Hutts, never a species to refuse the upper hand in any situation, used this false perception to their own advantage, convincing the Klatooonians to cast aside their ancient traditions, abandon their native language in favor of Huttese, and accept their place as indentured servants. Over the millennia, the Hutts have sheltered the Klatooonians and cultivated a society that is largely docile, obedient, illiterate, and isolated from the greater galactic community.



Exposure to technology has not diminished the Klatooonian predilection for simplicity. However, youthful Klatooonians often chafe at the conventional "wisdom" of their elders, and despite the Hutts' efforts to shield their Klatooonian subjects from progressive ideas, many Klatooonians strive to break away from their Hutt overlords. The Hutts are wary of sedition but are often reluctant to quash seditious ideas completely for fear of fomenting rebellion. So long as such incidents remain small and isolated, the Hutts are content to profit from their one-sided relationship with the Klatooonian people.

Personality: Klatooonians are loyal and resolute to a fault. They rarely think outside of their own world view, which is further narrowed by their subservience to the Hutts. Those who feel shackled by their society's indentured service often seek to end the Huttese domination of Klatooine altogether. Whatever their motivation, all such Klatooonians appreciate freedom as only a former slave can.

Physical Description: Klatooonians possess coarse skin that varies in hue from brown to green. Their faces are characterized by a flat muzzle with pronounced jowls, and deepset eyes beneath a heavy brow.

Homeworld: The harsh desert world of Klatooine, located in Hutt Space.

Languages: All Klatooonians speak Huttese. The original language of the Klatooonians exists only in ancient texts and in the minds of a handful of Klatooonian malcontents. While not strictly illegal, knowledge of the Klatooonian tongue is frowned upon by the Hutts who see its spread as a sign of insubordination among a species of valuable slaves.

Example Names: Barada, Bekure, Chokk, Drekk, Jarakar, Kuuvat, Massa, Rokar, Sovara.

Adventurers: Many Klatooinians walk the path of the scout or the soldier. However, Klatooinian Force-users are rare, and Klatooinian nobles are unheard of.

KLATOOINIAN SPECIES TRAITS

Klatooinians share the following species traits:

Ability Modifiers: +2 Constitution, -2 Wisdom, -2 Intelligence. Life on their homeworld has made the Klatooinians hardy, but they are slow to figure things out and often rely on others to guide them.

Medium Size: As Medium creatures, Klatooinians have no special bonuses or penalties due to size.

Speed: Klatooinian base speed is 6 squares.

Iron Will: Klatooinians are resolute individuals and gain a +2 species bonus to their Will Defense.

Automatic Languages: Huttese.

NAGAI

Honorable, mysterious, violent, and sinister. All these words and more describe the Nagai people. They first appear as galactic invaders, until it is revealed that the Nagai are escaping their long-time enemies, the Tofs. Initially hostile to the New Republic, the Nagai eventually form an alliance of convenience in an attempt to achieve victory in their war against the Tofs.

The Nagai are charismatic—a quality that is, by and large, a product of their enhanced vocal range, which allows them to tailor their speech to be more soothing. They are driven by a strong sense of personal honor, which is tempered by their own individualities. The Nagai fear nothing aside from a loss of freedom, symbolized by the return of the enemy that once enslaved their people. They have little concern for individuals outside of their own families, and they only endeavor to aid others if it serves their purposes or if they are bound by honor to do so.

Melee combat, especially the use of edged weapons, is highly integrated into Nagai culture. It is a rare Nagai who does not display an expert's hand in the use of blades of all sizes.



Personality: Nagai tend to be disciplined, focused, and passionate. They kill without hesitation if honor would be served by the act, and they take great pride in hard-fought victories. They possess a grim wit that, when combined with their soothing voices, can often set enemies off-balance.

Physical Description: Nagai possess straight black hair, dark eyes, porcelain-white skin, and slender builds. No two Nagai dress the same, and they take great pains to express their own individual sense of style.

Homeworld: Nagi, a world in the Unknown Regions. Few non-Nagai know its exact location.

Languages: Nagaian, a musical and lilting speech riddled with slight variations of pitch and tone that blend easily with the naturally soothing voice of the Nagai. Other species can learn the language but rarely master it.

Example Names: Den Siva, Harmon Sho, Hol B'shaki, Krai H'voc, Lusubrin T'shkali, Mendo, Nir Kento, Ozrei, Rei, Sin Shai, Tai, Taru.

Adventurers: Nagai freely pursue any vocation that pleases them, and nobles, scoundrels, scouts, and soldiers are common. A number of Nagai have become Jedi, although there are no other known Force traditions among the Nagai people.

NAGAI SPECIES TRAITS

Nagai share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Charisma, -2 Constitution. Nagai are charismatic and agile, but physically frail.

Medium: As Medium creatures, Nagai have no special bonuses or penalties due to size.

Speed: Nagai base speed is 6 squares.

Lightning Reflexes: Nagai are fast on their feet and gain a +2 species bonus to their Reflex Defense.

Soothing Voice: A Nagai may choose to reroll any Persuasion check, but the result of the reroll must be accepted, even if it is worse.

Weapon Familiarity: Nagai treat tehk'la blades (see page 62) as simple weapons instead of exotic weapons.

Automatic Languages: Basic, Nagaian.

"I HAVE PROVEN MY
LOYALTY-AND MY
WORTH-COUNTLESS
TIMES..."

-DARTH NIHL

WEEQUAY

The Weequay are well-known throughout the galaxy for their violent tendencies and lack of individuality. Deeply spiritual, they worship a broad pantheon of deities, the most senior of which is known as Quay. Zealous Weequay perform ritual sacrifices in Quay's honor, at times resorting to murder. Such incidents have done little to dispel their violent reputation.

Each Weequay carries a spherical totem through which Quay allegedly speaks. The totem is used in times of great need to guide the Weequay, providing spiritual answers to individual questions. In practice, the Weequay asks a question, shakes the device, and waits for the answer to appear. A Weequay treats the totem's advice seriously and becomes angry and violent if such advice is questioned or ridiculed.

Male Weequay ply the galaxy as thugs, mercenaries, and hired assassins, while female Weequay rarely, if ever, leave Sriluur. A Male Weequay who leaves Sriluur grows and cultivates a long braid, which is then shorn off upon his return to the homeworld in celebration.

Weequay who are born off-world or adopted into other societies at an early age often develop more individualistic personalities than their deep-rooted cousins.

Personality: Weequay are bullying, brooding, and superstitious by nature. Their culture does not assign names to individuals, as all Weequay are considered to be a part of the same whole. They maintain a sinister silence, refusing to speak in the presence of non-Weequay, preferring instead to use trusted intermediaries to do their talking for them. Those raised apart from traditional values find their own voices and seldom integrate well back into Weequay society.

Physical Description: Weequay are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with flat noses and a well-defined frill along each of their jowls. Males grow their black hair into long braids, while females are bald.



Homeworld: The arid planet of Sriluur in the Outer Rim.

Languages: A Weequay relies on pheromones to communicate with other members of his or her tribe. Communication between tribes involves the spoken language of Sriluurian, which consists of whispers, hisses, and throaty mumbles. Written Sriluurian involves a multitude of complex hieroglyphics and pictograms.

Example Names: Weequay do not take names within their own society, though members of other species often give individual Weequay nicknames. Examples of such monikers include Adazian Liebke, Ak-buz, Ak-rev, Diergu-Rea Duhnes'rd, Fyg, Grimorg, Labansat, Nort Toom, Plaan, Que-Mars Redath-Gom, Solum'ke, Sora Bulq, and Tas Kee.

Adventurers: Weequay are so attached to their tribes that it is rare for an individual to venture into the galaxy alone. It is far more common for bands of like-minded Weequay to ply their martial skills and propensity for violence as a group. Their quiet nature and ability to work as a team make them particularly attractive to the Hutts and various criminal syndicates as guards and enforcers. Thus, Weequay scouts and soldiers are quite common.

WEEQUAY SPECIES TRAITS

Weequay share the following species traits:

Ability Modifiers: +2 Constitution, -2 Intelligence, -2 Charisma. Weequay are resilient but not especially bright, and they don't relate well to others.

Medium Size: As Medium creatures, Weequay have no special bonuses or penalties due to size.

Speed: Weequay base speed is 6 squares.

Conditional Bonus Feat: Weequay have learned to survive the harsh conditions on Sriluur. A Weequay with Endurance as a trained skill gains Skill Focus (Endurance) as a bonus feat.

Natural Armor: Weequay possess a thick, leathery hide that provides a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Pheromones: Weequay communicate silently with other members of their tribe by emitting complex pheromones. This form of communication has a maximum range of 20 squares. Species with the scent ability can detect Weequay pheromones by smell, but this does not allow them to understand what the Weequay are communicating.

Automatic Languages: Sriluurian.

YUUZHAN VONG

The Yuuzhan Vong come from the unknown reaches of space, entering the galaxy as invaders fueled by religious conviction. They have no connection to the Force and regard mechanical technology as blasphemous. Their starships, weapons, armor, and tools are genetically engineered lifeforms or created from the byproducts of such creatures.

After laying waste to many New Republic worlds, the invading Yuuzhan Vong are eventually overcome by the Galactic Alliance. Peace is restored, even though some Yuuzhan Vong remain behind in isolated corners of the galaxy. In time, the Jedi approach these few remaining Yuuzhan Vong, hoping to harness their advanced terraforming technology to restore many of the worlds ravaged during the invasion.

Surprisingly, the Yuuzhan Vong agree to help the Jedi, but their terraforming attempts are sabotaged by the Sith. The blame for these failures falls squarely on the Yuuzhan Vong, who are hated and feared. The Yuuzhan Vong and their Jedi accomplices are hunted down, and the Galactic Alliance falls beneath the onslaught of Imperial forces.

Personality: Although the Yuuzhan Vong become a more introspective people following their defeat at the hands of the Galactic Alliance, they remain capable, spiritual warriors. A great many feel that the galactic community will never accept them. Years of hostility, coupled with propaganda, have painted the Yuuzhan Vong in a sinister light that cannot easily be dispelled. Still, they maintain a code of honor that is often lost on those who do not understand them.

Yuuzhan Vong heroes are exceptional in many ways, not the least of which is their belief that they must evolve to survive—and that entails learning how to coexist with species traditionally regarded as weak or impure and letting go of their own prejudices. These rare Yuuzhan Vong see the road ahead as difficult, but worth traveling.

Physical Description: Yuuzhan Vong are humanoids with sloped foreheads, pallid skin, and dark hair. Their skin bears ritualistic scars and tattoos that add to their sinister appearance.

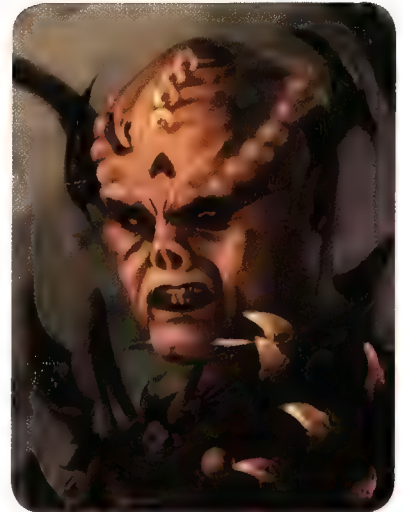
Homeworld: Unknown. The Yuuzhan Vong trace their origins to a place far beyond the known galaxy. At the end of the New Jedi Order era, the surviving Yuuzhan Vong are exiled to Zonama Sekot, a living planet rumored to be the seed of the original Yuuzhan Vong homeworld. Zonama Sekot retreats into the Unknown Regions at the beginning of the Sith-Imperial War, leaving a number of Yuuzhan Vong stranded in other remote corners of the galaxy.

Languages: The language of the Yuuzhan Vong is a halting, chilling tongue. Yuuzhan Vong rarely learn other languages, relying on bioengineered translators known as tizowyrms to translate for them.

Example Names: Nom Anor, Dooje Brolo, Malik Carr, Yomin Carr, Chine-kal, Nas Choka, Da'Gara, Elan, Kae Kwaad, Mezhan Kwaad, Kahlee Lah, Qurang Lah, Tsavong Lah, Ma'Shraid, Vua Rapuung, Shedao Shai, Taan, Tu Shoolb, Nen Yim.

Adventurers: Yuuzhan Vong society is divided into castes. Members of the intendant, priest, and shaper castes are often nobles and scoundrels, while members of the warrior caste are typically soldiers and scouts. The worker caste is made up of members of nearly any class, though the vast majority are nonheroic characters.

Due to their lack of connection to the Force, Yuuzhan Vong can never be Jedi.



YUUZHAN VONG SPECIES TRAITS

Yuuzhan Vong share the following species traits:

Ability Modifiers: +2 Strength, -2 Wisdom. Yuuzhan Vong are powerfully built, but rash and quick to pass judgment.

Medium Size: As Medium creatures, Yuuzhan Vong have no special bonuses or penalties due to size.

Speed: Yuuzhan Vong base speed is 6 squares

Force Immunity: Yuuzhan Vong can't take the Force Sensitivity feat, can't make Use the Force checks, and never gain Force Points. In addition, they are immune to any Force effect that targets Will Defense (including Force powers and aspects of the Use the Force skill).

Technophobic: Yuuzhan Vong do not gain Weapon Proficiency (heavy weapons, pistols, or rifles) as starting feats at 1st level, even if their class normally grants them.

Weapon Familiarity: Yuuzhan Vong treat amphistaffs as simple weapons instead of exotic weapons.

Automatic Languages: Yuuzhan Vong.

ZELTRON

Zeltrons are known throughout the galaxy for their hedonistic nature. Experiencing pleasure in its myriad forms is the lifetime pursuit of all Zeltrons. They are a fun-loving species, placing recreation before other, less worldly interests. Members of the species are found throughout the galaxy, for they enjoy traveling, meeting new people, indulging their passions, and experiencing new things.

Zeltrons are born with a latent empathy that allows them to sense the emotions of others. Though not ruled by the emotions of others, they can, over time, become inundated with negative feelings if they are surrounded by such sentiments for a prolonged period of time. For this reason, many Zeltrons are pacifistic, preferring peaceful negotiation to the destructive actions of combat. This is not to say that Zeltrons are incapable of defending themselves; their passion gives them a great capacity for violence when the situation warrants. Additionally, their physiology includes an ultra efficient metabolism which allows them to maintain peak body weight and muscle mass regardless of their culinary indulgences.

Personality: Zeltrons are almost universally friendly, jolly, and sociable. They love meeting and interacting with new people, visiting new places, and enjoying new experiences. They are benignly manipulative insofar as they strive to be uplifting.

Though their cheerful demeanor and easy smiles can make them seem flippant, Zeltrons can be very serious when the occasion demands it. They are especially concerned with the well-being of their friends and loved ones, and a sure-fire way to anger a Zeltron is to place his friends or family in danger.

Physical Description:

Nearly all Zeltrons are considered to be attractive by human standards. Ugly Zeltrons are unheard of, and plain Zeltrons are rare. In addition to their inherent physical beauty, Zeltrons also possess skin tones and hair colors that vary from light pink to deep crimson.

Homeworld: Zeltros, a tranquil world in the Inner Rim.



Languages: Although Zeltrons have many ancient languages, they prefer to learn and speak Basic. Given their dealings with a variety of cultures, their speech is often littered with crosslingual idioms.

Example Names: Adriav, Arno, Bahb, Dani, Deliah, Froedi, Heigren, Impella, Jahn, Jahz, Jakira, Joi, Kainae, Kieral, Leonie, Maeve, Mahd, Marruc, Nerus, Opalica, Rahuhl, Rhajani, Sian, Soleil, Spenori, Tamair, Tanai, Trix, Welarem, Yahja.

Adventurers: Zeltrons have no preferred vocations, and Zeltron heroes can belong to any available class. Those who wish to become Jedi must learn to subdue their strong emotions.

ZELTRON SPECIES TRAITS

Zeltrons share the following species traits:

Ability Modifiers: +2 Charisma, -2 Wisdom. Zeltrons get along well with others, yet they are prone to fits of passion.

Medium Size: As Medium creatures, Zeltrons have no special bonuses or penalties due to size.

Speed: Zeltron base speed is 6 squares.

Empathy: Zeltrons add their Charisma bonus (if any) to Perception checks made to sense deception or sense influence (see page 70 of the Saga Edition core rulebook).

Pheromones: A Zeltron gains a +5 species bonus on Persuasion checks made to change the attitudes of other creatures (see page 71 of the Saga Edition core rulebook). This bonus does not apply to other Zeltrons, as Zeltrons are acclimated to each other's pheromones.

Automatic Languages: Basic.

"NEVER SEEN A
ZELTRON JEALOUS
BEFORE..."

-SANTHA RAWK

CHAPTER II HEROIC TRAITS





This chapter provides players with information on creating Legacy era heroes. It contains suggestions for existing classes and new talents and feats specific to this era. This book assumes that the heroes are fighting for the cause of good against the tyranny of the Sith. The player characters might be agents of the Galactic Alliance, Jedi struggling to rebuild the Jedi Order, mercenaries with a price to pay, or even agents of the Empire loyal to deposed Emperor Palpatine. One or more of them might be Imperial Knights—neither Jedi nor Sith, but trained Force-users nonetheless.

This chapter also provides rules for legacies. A legacy comes into play whenever a player decides to create a character with familial ties to one or more legendary characters from earlier eras in the *Star Wars* saga. For example, a player character descended from the Organa Family may wish to take advantage of the legacy rules presented below.

LEGACIES

A legacy forms whenever great destinies pass from one generation to the next. As Master Yoda might say, one great individual does not a legacy make. Within the *Star Wars* saga, legacies are borne by families whose names are legendary: Skywalker, Solo, Organa, Antilles. A legacy lives or dies by the deeds of everyone who bears the family name.

Individuals with a family legacy can choose to live up to the ideals set by their forebears, endeavor to surpass their legendary ancestors, or escape the destinies laid before them. A legacy suggests a birthright that one can choose to embrace or discard. It can create instantaneous enemies or allies. It also invokes instantaneous respect or fear.

Many heroes and villains get by just fine without a family legacy to further define them, and a legacy does not necessarily make a character inherently more powerful. Adventuring groups will likely have a mix of characters—some with histories tied to characters from past eras, others with no such connections. If you choose to build a character around a legacy, then these rules are for you.

CHOOSING A LEGACY

Once you decide that your character has a family legacy, you can either invent a new legacy that best serves your character, or you can adopt a legacy that already exists in the *Star Wars* milieu. Both options lead to great roleplaying opportunities. In either case, you need to take time to identify the key figures from earlier generations of your character's family—parents, grandparents, and so on—who made their mark on the galaxy. Then you need to determine the extent to which your character's destiny overlaps with theirs.

The easiest way to connect your character to a legacy is to adopt a known family name. The *Star Wars* saga is full of them, and you have access to virtually any name used in almost any era. If you've played campaigns set in earlier *Star Wars* eras, consider reusing the family name of one of your past characters, and build on that legacy.

Establishing connections to the past gives your character hooks around which the Gamemaster can hang adventures. For example, if your character descends from a legendary noble family, he or she can take advantage of longstanding family alliances. Conversely, your character might also need to contend with ancient blood feuds and rivalries.

LEGACY AND LINEAGE

By their very nature, legacies require a strong family association. The following guidelines will help you establish your character's legacy.

- Don't be afraid to connect your character's legacy to *Star Wars* characters from the movies and the Expanded Universe, but get your Gamemaster's permission before doing so. See the "Names of Legacy" sidebar for a list of good examples.
- Try to connect your family's legacy to some important event in the past. This event might be a space battle, a betrayal, an invasion, a death, or something else that could influence your character's actions in the present time period. The more dramatic the event, the more it can help define your character's personality.
- Create a brief family history, going back at least a generation or two. Figure out who your closest relatives are, and where they are now. Determine your attitude toward them and what they stand for.
- Think of an organization with which your family is associated, such as the Kilian Rangers or the Jedi Order. Maybe the organization owes your family a debt of gratitude, or vice versa. Also think about rival organizations and the underlying reason for their hostility toward your family.
- Determine your relationship to the other characters in your group, and how their own legacies might intertwine with your own current plans or past history.
- Consider taking the Legacy destiny (see below).

Gamemasters are encouraged to integrate legacies into the campaign by including allies and enemies tied to each character's legacy, and by allowing characters the opportunity to interact with members of organizations that have historical ties to their families.

CREATING A LEGACY CHARACTER

The rules for creating characters with legacies are tied to the destiny system, as presented in the Saga Edition core rulebook. Since the destiny system is considered optional, the Gamemaster must choose whether to include the rules for legacies or not. If you choose not to allow these rules in your campaign, you can still encourage your players to design characters from famous lineages, taking advantage of the story opportunities for legacy characters without using the game mechanics.

NAMES OF LEGACY

This list includes recurring names that appear throughout the *Star Wars* saga. A player might decide to choose a name with less widespread recognition—such as Jinn or Mothma. In some cultures, clan affiliations are more important and have survived for centuries.

Human	Bothan	Sullustan
Antilles	Askar (clan)	Nep
Antares	Fey'lya	Nunb
Cracken	Ilya (clan)	
Darklighter	Trey'lis	Twi'lek
Dodonna		Doneeta (clan)
Draco	Gamorrean	Fortuna
Fel	Gakfedd (clan)	Secura
Fett	Klagg (clan)	Vao
Farlander	Rogak (clan)	
Halcyon		Wookiee
Horn	Mon Calamari	-bacca (suffix)
Madine	Ackbar	
Organa	Gahan	
Skywalker		
Solo	Rodian	
Solusar	Bomu (clan)	
Tion	Chattza (clan)	
Whitesun	Chekkoo (clan)	
Yage	Tetsu (clan)	

When a player wishes to play a character with a legacy, he or she may choose the Legacy destiny (see next page). The Legacy destiny has its own benefits and drawbacks, as do all destinies, but characters with the Legacy destiny also gain access to a special use for Destiny Points. When a player selects the Legacy destiny for her character, he or she must choose a legacy from the list of sample legacies presented below (see "Sample Legacy Destinies," page 22) or work with the Gamemaster to create a new legacy with its own mechanical benefits and drawbacks (see the "Creating Your Own Legacies" sidebar, page 23). Gamemasters have final say as to whether or not a given character can choose a particular legacy based on the needs of the campaign.

Many legacy effects allow you to spend a Destiny Point to get a 20 on a skill check without having to roll; this is not considered a "natural 20" for the purposes of any other effect, such as regaining Force powers or starship maneuvers (as per the starship maneuver rules in *Starships of the Galaxy*).

DESTINIES

Chapter 7 of the Saga Edition core rulebook presents optional rules for destinies. Gamemasters running Legacy era campaigns are encouraged to use these rules in their games.

THE LEGACY DESTINY

This book introduces a new kind of destiny: the Legacy destiny. The same rules that apply to all destinies (see pages 112–115 of the Saga Edition core rulebook) also apply to the Legacy destiny. In addition, there are some special bonuses and penalties that apply as well, depending on whether your character chooses to embrace his legacy or deny it.

Unlike other destinies, a Legacy destiny does not grant permanent benefits once the destiny is fulfilled. Instead, a character with the Legacy destiny gains a special benefit whenever he or she spends a Destiny Point; the exact benefit depends on the character's legacy (see "Sample Legacy Destinies" on the next page).

FAMOUS LEGACIES VS. CANON

One big advantage of playing in the Legacy era is that players can play heroes belonging to famous families. However, some Gamemasters (and players, too) might get hung up on the fact that certain characters in the *Legacy* comics already "carry the torch" for particular families (such as Cade Skywalker and Roan Fel). Sticklers for continuity might be reluctant to allow characters access to these legacies for fear of bringing their campaigns into conflict with official canon stories. Gamemasters are urged to let players choose legacies as they wish, heedless of canon. As Cade Skywalker blasts his way across the galaxy, there's no reason why a player cannot also play a member of the Skywalker family, provided the player can work with the Gamemaster to devise a compatible background for his or her character.

One important thing for Gamemasters and players to remember is that being a descendant of a famous character from *Star Wars* history does not always mean being a *direct* descendant. A character with the Solo legacy might be descended from a distant branch of the Solo family tree, with closer ties to Thrackan Sal-Solo than Han Solo, for instance. Since the Legacy era is far forward in *Star Wars* continuity, a hero might be several branches removed from his or her famous ancestors. As long as the player can come up with an interesting reason for his character to have a particular legacy, the Gamemaster should consider allowing it to pass without worrying too much about fitting it into established continuity. In the end, the player will feel like he or she is truly playing a hero of the *Star Wars* universe.

JEDI OF THE HALCYON LEGACY HAVE THEIR OWN TRADITIONS.



Embracing Your Legacy

If you embrace your legacy, you must take actions that further your family's cause, beliefs, or organization. This might be through promoting a belief system, keeping an organization intact and viable, or even directly carrying out stated tasks or orders. An example of this legacy would be to uphold the ideals of the Jedi Order as previous generations of your family have done.

Destiny Bonus: When a character completes a goal or performs an act worthy of his family's legacy, he gains a +2 destiny bonus to a single attack roll or skill check of his choice made in the next 24 hours.

Destiny Penalty: When a character does something unworthy of his family's legacy, he takes a –2 penalty on his first attack roll in any given encounter for the next 24 hours.

Denying Your Legacy

If you deny your legacy, you must select actions that fly in the face of an ancestor's cause, beliefs, or organization. You only gain bonuses when actively working against your legacy or making a conscious effort to walk away from an action that would advance your legacy. An example of this destiny would be Cade Skywalker's early efforts to shun the path of the Jedi.

Destiny Bonus: When a character performs an act unworthy of his family's legacy, he gains a +2 destiny bonus to a single attack roll or skill check of his choice made in the next 24 hours.

Destiny Penalty: When a character completes a goal or performs an act worthy of his family's legacy, he takes a –2 penalty on his first attack roll in any given encounter for the next 24 hours.

Switching between Embracing and Denying Your Legacy

Circumstances might conspire to change a hero's outlook regarding his family legacy. Such a dramatic shift in attitude could be a climactic moment in a campaign or adventure, sending the hero off in a completely different direction, possibly turning enemies into allies and vice versa. Once switched, a hero is unlikely to return to his or her original path, and should be discouraged from doing so. A character who switches from embracing his legacy to denying it, or vice versa, suffers the following effects for the next 24 hours:

- The character does not gain the benefit of morale or insight bonuses, including those granted by talents and feats.
- The character cannot reroll skill checks or attack rolls, regardless of whether the reroll is granted by a talent, feat, species trait, or any other source.



HEIR TO THE ANTILLES LEGACY.

USING THE LEGACY DESTINY

A hero fated to uphold a family legacy might refuse to acknowledge it and, by his actions, undermine it. Conversely, a character who has sworn to deny his family's legacy might be driven to perform acts in keeping with the greatest deeds of his ancestors. From a character development and plot standpoint, the resulting tension and conflict can be very dramatic. However, the legacy mechanic is structured in a way that penalizes and deters players from taking such actions.

If a player character wishes to fight against a legacy mainly for character development or plot purposes, and the Gamemaster does not wish to constantly penalize the character for good roleplaying, the GM may apply the bonuses and penalties only at dramatic or climactic points in an adventure, ignoring them during smaller encounters.

SAMPLE LEGACY DESTINIES

The following legacies have been popularized in *Star Wars* films, novels, and comics and are available to player characters who choose the Legacy destiny.

Ackbar Legacy

You are a descendant of Admiral Ackbar, one of the most famous leaders of the Rebel Alliance. Your family has a tradition of military leadership and benevolence.

Prerequisite: Mon Calamari.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double any insight, morale, or competence bonus you grant as a part of a talent or other special ability.

Antilles Legacy

You are a descendant of Wedge Antilles, Rogue Squadron pilot and military leader of the New Republic. Your family has a tradition of military service and is renowned for its piloting skills. The Antilles family is also a Corellian family, known for both its loyalty and fierce independence.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Pilot check as though you had rolled a 20 on the check.

Darklighter Legacy

You are a descendant of the Darklighter family, the famous family from Tatooine that produced such heroes as Biggs and Gavin Darklighter. Your family has served proudly in the Imperial Navy and in the Rebel Alliance, and is renowned for both its piloting skill and its dedication to a cause.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically negate an attack against an adjacent ally or allied vehicle.

Droid Legacy

You are a droid that has been around the galaxy for some time. You may be a famous droid from past eras that has had its memory wiped, or you may be a rebuilt droid that was nearly destroyed in the past. In any event, you are a droid with a history and a reputation.

Prerequisite: Droid.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Knowledge check as though you had rolled a 20 on the check.

Fel Legacy

You are a descendant of Baron Soontir Fel, former Imperial Pilot and loyal subject of the Empire of the Hand, and a relative of the current Emperor-in-exile, Roan Fel.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to grant all allies within your line of sight a +5 Destiny bonus to Will Defense until the end of the encounter.

Fett Legacy

You are a descendant of Boba Fett, notorious bounty hunter and the leader of the Mandalorian people, or another famous member of his clan. Your family (in this case, the Fett Clan) is known for its skill in battle and its ruthlessness, as well as its efforts to restore the Mandalorian people to greatness.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action. For the rest of the encounter, you score a critical hit on a natural roll of 19 or 20.

Fey'lya Legacy

You are a descendant of Borsk Fey'lya, a politician in the New Republic and a shrewd leader. Your family is renowned for its skill in the arena of politics, as well as its cunning in all social matters.

Prerequisite: Bothan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Persuasion check as though you had rolled a 20 on the check.

Halcyon/Horn Legacy

You are a descendant of Corran Horn, a Corellian police officer-turned-Jedi, as well as the famous Jedi Keiran Halcyon. Your family is known for its skill with mind-affecting Force powers as well as its investigative skills, not to mention its long-standing association with the fringe thanks to your ancestor Mirax Terrik. Your family is also a Corellian family that holds many of the Corellian Jedi traditions.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat any skill check made to activate a mind-affecting effect as though you had rolled a 20 on the check.

CREATING YOUR OWN LEGACIES

The sample legacies presented in this chapter is far from exhaustive, and Gamemasters might wish to create their own legacies to fit the needs of heroes in their campaigns. Creating a new legacy is not a precise exercise, but the following steps should make it easy for Gamemasters to create new legacies with balanced mechanics.

Pick a Lineage: The first step in creating a legacy is determining the family upon which the legacy rests. Typically, a legacy should hearken back to an important figure in *Star Wars* lore, such as a major character in a comic book, novel, film, or video game. However, Gamemasters should feel free to create destinies for popular characters from past campaigns, or even heroes from previous adventures set in past eras. Some players will enjoy playing heroes descended from previous characters and may associate more strongly with a previous character's legacy because of their intimate familiarity with that character's deeds.

Consider Legacy Restrictions: A legacy might have some restrictions on who can choose it. Only species restrictions apply to the legacies presented in this chapter, and Gamemasters are cautioned not to apply any more restrictions than necessary.

Create a Destiny Point Use: The most important aspect of the legacy mechanic is the new use for Destiny Points. Each legacy allows one new use for a Destiny Point, which should be unique to that legacy. Choosing a Destiny Point mechanic can be tricky, but the mechanic should be close in power and function to the ones presented in this chapter. Some examples of applicable mechanics are those that grant automatic high rolls on attack rolls and skill checks, those that negate the devastating effects of other characters, and those that let the hero do something beyond what they otherwise accomplish. Additionally, the Destiny Point mechanic should be something appropriate to the legacy; for example, legacies of characters who are renowned pilots grant automatic high rolls on Pilot checks, while powerful Force-users gain automatic high rolls on Use the Force checks.

Koon Legacy

You are a descendant of Plo Koon, a Kel Dor Jedi Master who fought valiantly in the Clone Wars and served on the Jedi Council. Your family is known for its skill with the Force, as well as its dedication to the Jedi Order.

Prerequisite: Kel Dor.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Use the Force check as though you had rolled a 20 on the check.

Koth Legacy

You are a descendant of Eeth Koth, a Zabrak Jedi Master who served on the Jedi Council in the days of Anakin Skywalker's training. Your family is known for its ability to endure great hardships and to fight well beyond when most others would have given up.

Prerequisite: Zabrak.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to not move down the condition track as a result of an attack for the remainder of the encounter.

Mundi Legacy

You are a descendant of Ki-Adi-Mundi, a member of the Jedi Council who fought and died during the Clone Wars. Your family is known for its combat prowess as well as its penchant for logic and discourse.

Prerequisite: Cerean.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Perception check as though you had rolled a 20 on the check.

Nadon Legacy

You are a descendant of Momaw Nadon, an Ithorian scientist who was exiled during the height of Palpatine's Empire. Your family is renowned for its scientific and medical skills, but the shadow of your ancestor's shame hangs long over your head. Only Ithorians may have this legacy.

Prerequisite: Ithorian.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Treat Injury check as though you had rolled a 20 on the check.

Nunb Legacy

You are a descendant of Nien Nunb, Lando Calrissian's copilot at the Battle of Endor. Your family is well known for its piloting skills as well as its contributions to freeing the galaxy from oppression. You may also be related to the famous Rogue Squadron pilot, Aril Nunb.

Prerequisite: Sullustan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Pilot check as though you had rolled a 20 on the check.

Organa Legacy

You are a descendant of Bail Organa, the Senator from Alderaan who helped found the Rebel Alliance. Your family is known for its stalwart dedication to peace and freedom, and for its history as one of the most famous noble houses in the galaxy. Since the House of Organa was destroyed along with the rest of Alderaan, you are likely one of the few people alive with the Organa name.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Persuasion check as though you had rolled a 20 on the check.

Qel-Droma Legacy

You are a descendant of the famous Qel-Droma family of Jedi, with such distinguished ancestors as Ulic, Cay, and Duron Qel-Droma. Your family is known for its strength in the Force and its ability to put itself at the center of galaxy-shaking events.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double the results of Force Point rolls added to attacks or skill checks you make until the end of the encounter.

Secura Legacy

You are a descendant of the Twi'lek Jedi Aayla Secura, who fought on the side of the Republic throughout the Clone Wars. Your family is known for combat prowess, as well as its impulsive and mercurial clan members.

Prerequisite: Twi'lek.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to increase your speed by +2 squares until the end of the encounter.

Skywalker Legacy

You are a descendant of Anakin and Luke Skywalker, two of the most famous beings in the galaxy. Your family is known for its strong connection to the Force, as well as its skill with spacecraft and other piloted vehicles.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Use the Force check as though you had rolled a 20 on the check.

Solo Legacy

You are a descendant of Han Solo, the smuggler and general in the Rebel Alliance who helped free the galaxy from Imperial oppression. Your family is known for its recklessness and grit, as well as its connections to the fringe. Your family is also Corellian, bringing with it the same spirit of independence that all Corellians share.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Mechanics check as though you had rolled a 20 on the check.

Sunrider Legacy

You are a descendant of Nomi Sunrider, a powerful Jedi from the days of the Old Republic who fought in the Great Sith War. Your ancestors' accomplishments are standard lessons in the Jedi Order.

Prerequisite: Human or near-Human.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to grant all allies within your line of sight a number of bonus hit points equal to 15 + your Charisma bonus (minimum +1) until the end of the encounter.

Tarpals Legacy

You are a descendant of Captain Tarpals, the Gungan who fought alongside the Jedi to liberate Naboo from the Trade Federation. Your family is renowned for its dedication to the Gungan people, as well as its bravery and willingness to fight for freedom.

Prerequisite: Gungan.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically remove any mind-affecting effects currently affecting you and gain a +5 destiny bonus to your Will Defense against mind-affecting effects until the end of the encounter.

Tetsu Legacy

You are a descendant of Greedo, the notorious bounty hunter, and a member of the Tetsu clan. Your family is known for its aggressive pursuit of prey, as well as its arrogance and overbearing.

Prerequisite: Rodian.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Survival check as though you had rolled a 20 on the check.

Vao Legacy

You are a descendant of Mission Vao, a Twi'lek who fought alongside the amnesiac Darth Revan during the days of the Jedi Civil War. Your family (and clan) is renowned for its pluck and survivability, as well as its loyalty and devotion to its allies.

Prerequisite: Twi'lek.

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to regain all of your hit points, but you take a -2 penalty on attack rolls and skill checks for the rest of the encounter.

OTHER DESTINIES

In addition to the Legacy destiny, the six sample destinies presented in the Saga Edition core rulebook (pages 113–115) are also well-suited to the Legacy era, as demonstrated here.

Corruption

This destiny requires you to corrupt another person, an organization, or yourself. In the Legacy era, opportunities for corruption are more often on a personal scale than an organizational one. The new Sith might attempt to corrupt a surviving Jedi into joining the dark side. An individual isolated by losses in the war between the Galactic Alliance and the Empire might be corrupted into joining a pirate or criminal organization.

Destruction

This destiny requires you to destroy a specific object or person. A member of the fragmented Galactic Alliance might target a specific Imperial ship or commander involved in a previous battle against them. The Yuuzhan Vong could target the Sith in retaliation for sabotaging their terraforming efforts. A Jedi or Imperial Knight might seek to destroy a specific Sith Lord.

Discovery

This destiny requires you to find a location, person, or item. If you are a Jedi, you might seek out other Jedi in hiding after the massacre at Ossus. Scouts working for the Galactic Alliance or the Sith might try to uncover Emperor Fel's military plans, especially after he takes control of Bastion. Galactic Alliance agents might seek out resources or reinforcements.

Education

You are to train an individual or members of an organization whose acts will ultimately impact many lives. A Jedi might train a new Padawan to help rebuild the shattered Jedi Order. A soldier might recruit elite personnel for the Galactic Alliance fleet.

Redemption

You seek to redeem yourself or another person. You might convince one of the new Sith to abandon their dark ways, or inspire an Imperial Knight to join the Jedi Order. You might convince an Imperial officer to defect to the Galactic Alliance.

Rescue

You must free a person from incarceration or save them from certain destruction. You might try to save the remaining Galactic Alliance fleet from destruction by the Empire. You might rescue a captured Jedi before he's turned over to the Sith. You might work to reverse the effects of the botched Yuuzhan Vong terraforming operation.

NEW TALENTS FOR HEROIC CLASSES

Each of the heroic classes from the Saga Edition core rulebook is presented here as it relates to the Legacy era. Each class features new talents, some added to existing talent trees and others forming entirely new trees. These talents can also be used in other eras, subject to the Gamemaster's approval.

JEDI

Not since the Dark Times have the Jedi been so reduced in power, stature, and numbers. While the Jedi Order never regained the size or strength it had during the Old Republic, it became an influential force during the years of the New Republic and the Galactic Alliance, with the Skywalker line providing much-needed leadership. Ultimately, the Order could not foresee or prevent the return of the Sith, and was not strong enough to withstand their onslaught.

The war between the Empire and the Galactic Alliance decimates the Jedi. They are driven from their temple on Coruscant and lose many of their numbers in a massacre at the Jedi Academy on Ossus. Ko'l Skywalker is killed, and many presume that his son, Cade, is killed as well. A few disheartened Jedi and Padawans escape the carnage and scatter throughout the galaxy, forced into hiding by the Sith and their Empire. A few, especially those Jedi Sentinels who hold themselves responsible failing to detect and stop the Sith years before, now hunt the Sith personally.

Throughout most of the galaxy, the Jedi find themselves hunted much like they were during the Dark Times. The Sith track them mercilessly, and their Empire has standing bounties on all Jedi, with enough credits to draw the attention of every major bounty hunter. Emperor Roan Fel and his supporters do not regard the Jedi as allies, nor do they actively seek their destruction. The Galactic Alliance might regard the Jedi as allies, were they to become more influential in the war.

During this time, most of the Jedi are in hiding. Some train new apprentices, but most have gone underground to avoid Sith assassins and the bounty hunters. A small number still move throughout the galaxy, seeking a rallying point or individual to unite them. Unfortunately, any gathering of Jedi tends to attract the attention of the Sith, who swiftly descend on them.

Jedi characters are likely to be operating independently during this era. In the absence of a Jedi Master or Jedi High Council, they must rely on their own wisdom and strength to keep from falling to the dark side. There is no central support structure, financially or culturally. They may seek out other Jedi when the need arises, although locating them or convincing them to join a particular course of action is uncertain at best. Many Jedi feel as though the galaxy has forgotten them, or regards them as ineffective or dangerous to have around. Those in hiding remain active in their local areas, although the wise ones keep a low profile.

Jedi players in the Legacy era have the opportunity to become an Imperial Knight. Talents and abilities specific to the Imperial Knights are found in Chapter 3: Prestige Classes. While Imperial Knights use the Force as well as some Jedi, the Sith regard them as inferior to the Jedi and themselves. Although the Imperial Knights use the similar tools as the Jedi, their philosophy is different: They place their duty to the Emperor and the Empire above their duties to the general populace.

Jedi legacies often feature significant family ties or lineages, passed from one generation to the next as the Order has developed since the fall of Emperor Palpatine. Jedi characters might have ancestors who followed the dark path, the light path, or both. They might also have family among the Imperial Knights.

NEW JEDI TALENTS

The following talents are intended for Jedi.

New Jedi Consular Talents

The following new talents expand the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Consular talent tree can choose these talents as well.

Aggressive Negotiator: Whenever you damage an opponent with a lightsaber attack, you can take 10 on any Persuasion checks you make before the end of your next turn, even if you would not normally be able to.

Prerequisite: Adept Negotiator.

Consular's Wisdom: Once per encounter as a swift action, you can choose one ally within your line of sight that can hear and understand you. Until the end of the encounter, that ally adds your Wisdom bonus to its Will Defense against mind-affecting effects.

Prerequisite: Adept Negotiator.

Entreat Aid: Once per turn as a swift action, you can spend a Force Point to let one adjacent ally use the aid another action (as a reaction) to assist you with a skill check. You must make the skill check before the end of your turn, or the benefit of the aid another action is lost. An ally that has already used the aid another action to assist you since the end of your last turn may not be targeted by this talent.

New Jedi Guardian Talent

The following new talent expands the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Guardian talent tree can choose this talent as well.

Defensive Acuity: When you take the fight defensively action, you deal +1 die of damage with lightsaber attacks and gain a +2 circumstance bonus on Use the Force checks made to negate an attack with the Block or Deflect talents. These benefits last until the end of your next turn.

New Jedi Sentinel Talent

The following new talent expands the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook). Any character who can choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Dark Side Bane: When you use a damage-dealing Force power against a creature with a Dark Side Score of 1 or higher, you deal extra damage on a hit equal to your Charisma bonus (minimum +1).

Prerequisite: Dark Side Sense.

New Lightsaber Combat Talents

The following new talents expand the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook). Any character who can choose talents from the Lightsaber Combat talent tree can choose these talents as well.

Cortosis Gauntlet Block: You have received additional training in the use of cortosis gauntlets (see page 183). You can use the Block talent, even when not armed with a lightsaber, provided you are wearing a cortosis gauntlet. If you successfully block an attack with a lightsaber while wearing a cortosis gauntlet, the attacking lightsaber is deactivated.

Prerequisites: Armor Proficiency (light, medium).

Precision: As a standard action, you can make a melee attack with a lightsaber against an adjacent opponent. If the attack hits, it deals normal damage and also reduces the target's speed to 2 squares until the end of your next turn.

NOBLE

For nobles, the Legacy era is a time of change. Some nobles serving as administrators in the Galactic Alliance soon find themselves unemployed after their Imperial masters eliminate redundant or unwanted positions and services, and noble families that were heavily allied with the Galactic Alliance suddenly find their political power much reduced and their economic fortunes reversed. Some of the nobles who retain their positions and status discover that the expectations of the new system under the Empire run counter to their own moral views.

As in prior times of great change, many displaced nobles find themselves pushed into the fringes of society. Some discover their talents are of use on backwater planets governed by lesser political powers or powerful crime

lords, while others become crime lords themselves. A few nobles with higher moral values can be found in the Imperial Mission, guiding its "Victory Without War" campaign. Unfortunately, even this high-minded effort is corrupted by the Sith in the years after their takeover, and put to evil purposes.

With much of the galaxy still at war with itself, nobles specializing in leadership and military command find their services in high demand. Competent leaders are especially valued in the dwindling Galactic Alliance forces. Likewise, Emperor Fel's supporters seek loyal leaders, even if they are not the most highly skilled in the galaxy.

Noble characters can draw on a variety of legacy ideas. They might belong to well known noble house. They might carry on the family's support of a specific megacorporation. Less scrupulous individuals might be members of an ancient crime family. Military or law enforcement heroes might serve the same unit or locale as their parents or siblings. Dedication to these legacies often brings nobles a degree of respect or power right from the start of their careers.

NEW NOBLE TALENTS

The following talents are intended for nobles.

PROVOCATEUR TALENT TREE

As a provocateur, you specialize in turning your enemies against one another, giving your allies the advantage. This is accomplished through a combination of gaining an enemy's confidence, making careful use of deception, and coordinating your allies' attacks. The talents in this tree may be taken by the Charlatan prestige class (*Scum and Villainy*, page 30).

Cast Suspicion: As a swift action, you can select one enemy within your line of sight. That enemy loses all morale and insight bonuses on attack rolls and cannot be aided (using the aid another action) by its allies until the end of your next turn.

Distress to Discord: You encourage your allies to sow discord among your enemies by fighting with renewed vigor. Whenever an ally within your line of sight takes its second wind, all enemies within 2 squares of that ally lose their Dexterity bonuses to Reflex Defense until the end of your next turn.

Friend or Foe: Whenever an ally within your line of sight is missed by a ranged attack, you can (as a reaction, once per turn) designate one enemy adjacent to that ally. Compare the attack roll of the missed attack to the Reflex Defense of that enemy; if the attack would hit, the attack targets that enemy and is resolved as normal.

Prerequisite: Cast Suspicion.

Seize the Moment: Once per turn as a reaction, when an enemy is reduced to 0 hit points or is moved down the condition track by any means, you allow one ally within your line of sight to take its second wind immediately (as a free action). Furthermore, when your ally takes its second wind, it regains a number of additional hit points equal to your class level.

Prerequisite: Distress to Discord.



A NABAI PROVOCATEUR

Stolen Advantage: Whenever an enemy within your line of sight uses the aid another action to grant one of its allies a bonus, you can (as a reaction) designate one ally within your line of sight. The enemy automatically fails to aid its ally, and the ally you designate gains a +2 bonus on its next attack roll made before the end of your next turn.

Prerequisite: Cast Suspicion.

True Betrayal: As a standard action, make a Persuasion check against the Will Defense of one enemy within your line of sight that can hear and understand you. If your check result equals or exceeds the target's Will Defense, that target immediately makes an attack (as a free action) against another target of your choice. This can be a melee attack against an adjacent target or a ranged attack against a target within the attacker's point-blank range.

The target gets a +5 bonus to its Will Defense if it is higher level than you. This is a mind-affecting effect.

Prerequisite: Cast Suspicion, Friend or Foe.

SCOUNDREL

With any great upheaval comes the opportunity for glory or profit. In the Legacy era, scoundrels come from all walks of life. Some are born on harsh worlds with rampant crime and injustice, while others become scoundrels after losing everything in the war. In the Legacy era, times are extraordinarily tough. The ranks of the underworld swell with those seeking to escape the Sith and their resurgent Empire. Many criminal organizations are eager to take advantage of such unfortunate individuals, offering them money instead of hope.

Scoundrels must earn credits to survive, just like everyone else. Many end up working for an individual crime lord or far-reaching criminal syndicate. Less cunning scoundrels quickly find themselves indebted, or possibly even indentured, to their benefactor. Escape is difficult, given the bounty hunters most criminal organizations keep in their employ.

Not all scoundrels are career criminals. Some are anarchists or revolutionaries who support the Galactic Alliance fleet or other outlawed causes and organizations. These rare scoundrels place "the cause" above their own ambitions—an uncommon trait among their kind, to be sure.

Scoundrel legacies are often tied to a harsh world, a renowned ship, an underworld organization, or a notorious crime family, but their individualistic natures make them less likely than other classes to remain beholden to a specific ideal, leader, or group. In fact, scoundrels often deny their legacies, determined to pursue their own goals and protect their own lives.

NEW SCOUNDREL TALENTS

The following talents are intended for scoundrels.

New Misfortune Talents

The following new talents expand the Misfortune talent tree (see page 46 of the Saga Edition core rulebook). Any character who can normally choose talents from the Misfortune talent tree can choose these talents as well.

Seducer: You excel at seduction through deception. If you fail a Persuasion check to change a target's attitude (see page 71 of the Saga Edition core rulebook), you can immediately reroll the check using your Deception skill in lieu of your Persuasion skill. You must accept the result of the reroll, even if it's lower.

Seize Object: Once per encounter as a move action, you can attempt to seize a held, carried, or worn object from an adjacent target by making a Disarm attack, with a +10 bonus on your attack roll. If the attack succeeds, you are now holding the object. You must have a free hand with which to grab the object, and you cannot use this talent in place of the disarm action. You cannot conceal the use of this talent from the target.

YUUZHAN VONG BIOTECH TALENT TREE

Yuuzhan Vong biotechnology remains available in some parts of the galaxy, although its legality is dubious. You have become specialized in its manipulation.

Biotech Adept: You can reroll any Knowledge (life sciences) or Treat Injury check made to use or repair biotech devices and weapons, but you must keep the second result, even if it is worse.

Bugbite: You deal +1 die of damage on attacks made with razor bugs and thud bugs.

Curved Throw: You can spend a swift action to ignore cover (but not total cover) with your next attack with a thud bug or a razor bug made before the end of your turn.

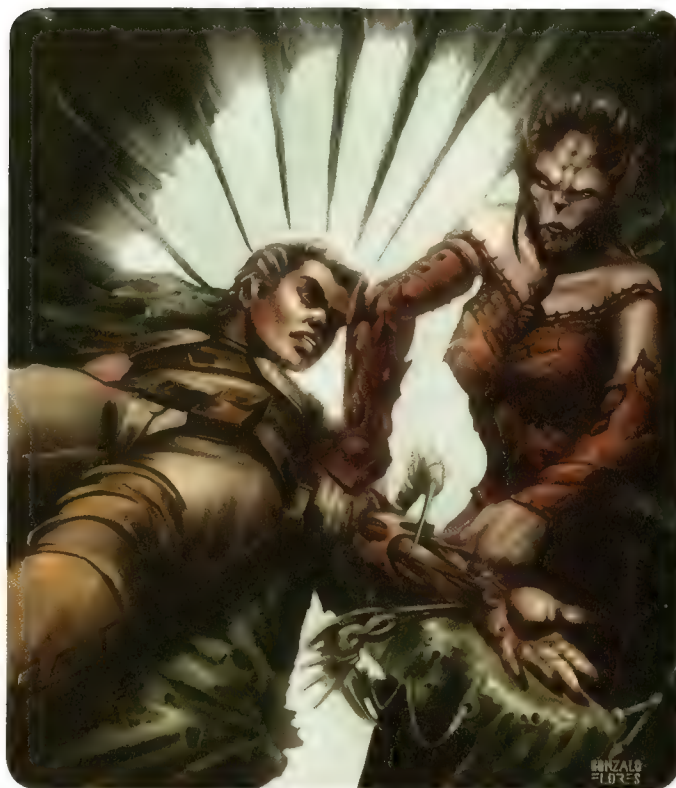
Prerequisites: Bugbite.

Surprising Weapons: Whenever you successfully hit an enemy with an amphistaff, thud bug, or razor bug, and your attack roll also exceeds the target's Will Defense, that target is considered flat-footed against you until the end of your next turn.

Veiled Biotech: You gain a +10 competence bonus on Deception and Stealth checks made to conceal any biotechnology or any biotech implants you possess. Additionally, you may draw a concealed biotech item or weapon as a swift action instead of a standard action; if you then make an attack with that biotech weapon before the end of your turn, your opponent loses its Dexterity bonus to Reflex Defense against the first attack you make with that weapon.

Prerequisites: Trained in Stealth.

A SHAPER INSTALLS A BIOTECH REPLACEMENT ARM.



SCOUT

Scouts are in high demand throughout the Legacy era. The Alliance Remnant relies on them to seek out new resources to sustain the war effort, as well as for reconnaissance against Imperial strategic and military targets. Emperor Fel's forces require scouts for exactly the same reasons in their war against the Sith-backed Empire. In fact, the two groups regularly seek out and compete for the same targets. The Sith employs scouts to hunt down their enemies, including Emperor Fel and his military allies, the Alliance Remnant, defecting commanders, and, most importantly, the remaining Jedi.

Some scouts work with the military proper, while others become involved in covert operations. Alliances shift quickly with the changing galactic situation. The creation and insertion of double agents has become a significant tool in the arsenal of all major players. Double agents are a particular problem between the Sith-ruled Galactic Empire and Emperor Fel's Imperial loyalists, since their tactics and codes are virtually identical. The Galactic Alliance also makes effective use of double agents, especially in the procurement of foodstuffs, medicine, raw materials, ships, and intelligence.

Double agents are as likely to be found in the criminal underworld as in political or military structures. Crime lords are certainly not above paying off the underlings of their rivals to gain a significant advantage.

Members of the scout class are often bounty hunters in the early stages of their careers. Rather than scouting terrain or regions of space, they focus on tracking down people and their associated organizations and allies. With the extensive number of bounties available in the galaxy, this is an expanding career in the fringes of society. Standing bounties on Jedi, Imperial Knights, Emperor Fel's forces, members of the Galactic Alliance, and troublesome crime lords attract a lot of attention and promise a lot of credits.

Scout legacies are often tied to a specific planet or region of space, where scouts of a specific family or organization know the locale intimately. Like soldiers, some may be dedicated to certain military units. Less common are deep space scouting units or organizations, dedicated to probing the Unknown Regions or Deep Core for new worlds and hyperspace routes. The work is dangerous and requires operating far from known space, but the monetary and personal rewards can ultimately be substantial.

NEW SCOUT TALENTS

The following talents are intended for scouts.

VERSATILITY TALENT TREE

You are known for your ability to adapt to any situation, heedless of adversity.

Adapt and Survive: When an enemy within 24 squares of you and in your line of sight receives a morale or insight bonus of any kind, you also gain the benefits of that bonus until the end of your next turn.

Defensive Protection: You can spend a Force Point as a reaction and add the results of the Force Point roll to any one of your defenses, or to one of the defenses of an adjacent ally. This bonus lasts until the beginning of your next turn.

Quick on Your Feet: Once per encounter, you may move up to your speed as reaction.

Ready and Willing: When you ready an action, you can choose at any time before the start of your next turn to take your readied action at the end of the current turn, after the acting creature, droid, or vehicle completes its action.

Unbalancing Adaptation: When you use the Adapt and Survive talent, you also deny the bonus that triggered the talent to one enemy within your line of sight.

Prerequisite: Adapt and Survive.

SOLDIER

The Legacy era is a time of war and conflict. Soldiers are in high demand. Both Darth Krayt's Empire and Roan Fel's Empire use them in their continuing struggle for galactic dominance. The Galactic Alliance is in desperate need of soldiers as well, just to keep it in the fight. Even the underworld requires competent fighters for use as muscle and security.

These days, the average soldier finds his loyalties tested like never before. Soldiers who once fought for the Galactic Alliance might find themselves indoctrinated into the Imperial war machine after the surrender of Galactic Alliance forces at the Battle of Caamas. To make matters worse, they soon discover that the new Imperial forces are, in fact, led by evil and cruel Sith commanders. Seemingly loyal Imperial commanders might suddenly defect to Emperor Fel's forces. Soldiers who once served the Empire might abandon their tyrannical masters and seek out Admiral Stazi's Core Fleet, determined to fight for freedom and democracy.

Thanks to the evolving governmental changes and shifting alliances, much of the galaxy has become tough, violent, and dangerous. Corporations, though less powerful than in previous eras, require security for their facilities. Nobles and powerful governmental officials employ personal bodyguards, support private militias, and set up extensive security services to protect their investments and themselves. Mercenary groups are on the rise, often made up of Galactic Alliance or Imperial deserters. They now sell their services to the highest bidder. Criminal syndicates and pirate gangs lay claim to disputed space and forsaken worlds, relying on soldiers to keep what they have stolen and drive away the competition. All of these organizations are looking for soldiers to fill their ranks.

Soldier legacies are commonly tied to specific fighting units, with generations of soldiers serving in the units of their parents. The legacy of the unit may become the legacy of the soldier. These units could be rank-and-file infantry units, special operations task forces, or famed starfighter squadrons. Some soldiers might serve as bodyguards or in the security forces of the same noble family for generations.

NEW SOLDIER TALENTS

The following talents are intended for soldiers.

BRUTE SQUAD TALENT TREE

Your brutal fighting techniques give you an upper hand when operating in small groups.

Gang Leader: Once per encounter, when you make a Persuasion check to intimidate, you gain a +1 bonus on the check for every ally within 6 squares of you and in the target's line of sight (maximum +5 bonus).

Melee Assault: When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the attack deals +1 die of damage and the target is knocked prone.

Melee Brute: When you make a melee attack against a target that has one or more of your allies adjacent to it, compare the result to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the target's speed is reduced by 2 squares and it takes a -2 penalty to its Reflex Defense until the end of your next turn.

Melee Opportunist: Once per encounter, when an ally makes a successful melee attack against a target adjacent to you, you can make a melee attack against that target as a reaction, with a +2 bonus on the attack roll.

Squad Brutality: When you succeed on a melee attack against a target that has one or more of your allies adjacent to it, you may reroll your damage roll, taking the better result.

Squad Superiority: Whenever you and at least two allies are adjacent to the same target, that target is considered flat-footed against you.

New Brawler Talents

The following new talent expands the Brawler talent tree (see page 52 of the Saga Edition core rulebook). Any character who can normally choose talents from the Brawler talent tree can choose this talent as well.

Grabber: You do not take a -5 penalty when using the grab action (see page 152 of the Saga Edition core rulebook).

Hammerblow: If you are unarmed and holding no items, you double your Strength bonus on unarmed attack rolls.

Strong Grab: When you successfully grab an opponent, they must use a full-round action instead of a standard action to break the grab.

New Weapon Specialist Talent

The following new talent expands the Weapon Specialist talent tree (see page 53 of the Saga Edition core rulebook). Any character who can normally choose talents from the Weapon Specialist talent tree can choose this talent as well.

Improved Suppression Fire: When you successfully suppress an enemy using the aid another action (see page 151 of the Saga Edition core rulebook), that enemy takes a -5 penalty on its attack rolls until the start of your next turn. When targeting an area with an autofire weapon, each enemy in the attack area takes a -2 penalty on its attack rolls until the start of your next turn, regardless of whether your attack hits.

SKILLS

Skills in the *Star Wars Roleplaying Game* have a broad range of applications. Below are new uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.

MECHANICS

With the introduction of Yuuzhan Vong biotechnology into the mainstream knowledge base, and thanks to the Yuuzhan Vong war and subsequent terraforming attempts, many have learned how to operate and maintain basic biotechnology. Advanced manipulation requires certain feats or talents found elsewhere in this book.

Biotech Adaptation (trained only, requires tool kit): You can use the Mechanics skill to create mechanical connections to a particular biotech device. When you use this application of the Mechanics skill, you can perform one of the following actions:

Graft Technology: You can take sensors, communications equipment, and tiny computers onto a biotech device. You must spend 1 hour and make a DC 25 Mechanics check to do so. Once you have, you may treat the biotech device as a normal (non-biotech) device of the same type for the purposes of the Mechanics and the Use Computer skill. For example, if you have a villip (effectively a comlink with the biotech template), you may use this skill to graft technology onto the villip. From that point on, you can apply any use of the Mechanics skill or the Use Computer skill on that device as if it was a normal comlink. You may not use the Tech Specialist feat on a biotech device, even if it has been grafted with technology (you must use the Biotech Specialist feat instead).

Mechanical Enhancements: You can mechanically enhance a biotech device or vehicle, effectively connecting another device to that piece of biotech. You must spend 1 hour and make a DC 30 Mechanics check to do so. Once you have, you effectively treat the biotech device as though it also has the traits of the device you have enhanced it with. You can only use this application of the skill on biotech devices upon which you have also used the graft technology application of this skill (see above). You can only enhance a biotech device with another device of its size or smaller. A biotech device can only have one such mechanical enhancement, and only devices (not weapons or armor) can be attached to a biotech device in this manner.

For example, if you possess a razor bug (a Tiny object), you could attach an audio recorder to the razor bug using this application of the skill; at a later point, you could activate the recording unit and hurl the razor bug into a wall to clandestinely record conversations in the area.

Refit Antiquated Vehicle or Weapon (trained only, requires tool kit): You can use the Mechanics skill to refit an antiquated vehicle or weapon, using modern technology to replace outdated components. You must spend

20% of the base value of the vehicle or weapon (before the application of the antiquated template) on raw materials for the upgrade. The refitting process takes a number of days (each day requiring 8 hours of continuous work) determined by the object's size: Medium or smaller, 1 day; Large, 2 days; Huge, 5 days; Gargantuan, 10 days; Colossal, 20 days; Colossal (frigate), 60 days; Colossal (cruiser), 180 days; Colossal (station), 360 days. If multiple characters trained in the Mechanics skill work on the refit simultaneously, divide the amount of time taken by the number of characters working on the refit (a maximum of 20 characters can reduce the refit time, minimum of 1 day). Once the work is complete, apply the refitted template to the base vehicle or weapon instead of the antiquated template.

Improvised Connection (requires tool kit): You may attempt to connect electronic devices or computers without proper cables, using improvised materials. The endeavor takes 1 hour and requires a DC 20 Mechanics check to succeed.

CONNECTING OBJECTS TOGETHER

The Mechanics skill applications in this chapter allow you to connect biotech devices to non-biotech devices, effectively creating a hybrid device. For example, you could use the skill to connect recording devices to Yuuzhan Vong bugs like Jariah Syn does before rescuing Cade Skywalker from Coruscant. However, Gamemasters should note that this application of the skill probably shouldn't allow you to do something you couldn't do by connecting two non-biotech devices together.

Most of the time, you can just do things like connect a computer to a datapad without needing a skill check. However, other combinations need to be more closely regulated; for example, connecting a recording rod to a thermal detonator to create an improvised, sound-based mine might be an exciting thing to do once, but if your players abuse that combination, it might be time to rethink how often you allow it. Feel free to ask for a Mechanics check, scaling the DC based on how common you want the modification to be.

Lastly, no equipment combination should be a better option than an existing piece of equipment. Take a look at other gear and see if there is already a piece of equipment that does what your heroes want to do, and use that as a model for improvising the outcome of their creativity. Creative thinking is good, and you should encourage it among your players; just make sure it doesn't obviate existing options in the game.

TREAT INJURY

Manipulating Yuuzhan Vong biotechnology and bioengineered creatures often requires abilities and knowledge gained through the Treat Injury skill. Being trained in the skill also enables you to take some biotech-related feats and talents.

Biotech Repair (Trained Only; requires biotech tool kit): You can perform any of the following functions of the Treat Injury skill on a bioengineered creature or "living" biotech object: first aid, heal damage, revivify, treat disease, treat poison, and treat radiation. You take a -5 penalty on Treat Injury checks made to repair biotech unless you have the Biotech Specialist feat (see page 34).

Temporary Mending (Trained Only): You can make temporary repairs to any damaged or disabled biotech object or vehicle. Temporary mending requires a full-round action followed by a successful DC 20 Treat Injury check. You take a -5 penalty on the check unless you have the Biotech Specialist feat (see page 34). If you use a biotech tool kit, you gain a +5 equipment bonus on the check. A temporarily mended device gains +2 steps on the condition track and heals 1d8 hit points. At the end of the scene or encounter, the temporarily mended device moves -5 steps along the track and is disabled.

USE COMPUTER

This skill may be used to access and repair small electronic devices, including code cylinders and access cards.

Access and Reprogram Electronic Device: To access information contained with an electronic device, you must first connect it to an indifferent, friendly, or helpful computer (a full-round action) via a wireless or wired system. Connecting wirelessly requires you to establish a connection as you would with a network (see page 75 of the Saga Edition core rulebook). A wired connection may be as simple as obtaining the correct cable or making an improvised connection (see the Mechanics skill, above). The same attitudes and DCs used to Access Information from a computer are also used for devices, although most self-contained devices will not set off alarms or attempt to isolate your location.

Copy or Reprogram Code Cylinder or Access Card: You can make a Use Computer check to reprogram a code cylinder or access card to accept new codes, or copy the existing codes to another cylinder or card. The DC for these actions depends on the level of security (see below). The device must be physically connected to an indifferent, friendly, or helpful computer before it can be copied or reprogrammed. Copying or reprogramming a code cylinder or access card takes 10 minutes.

SECURITY LEVEL	USE COMPUTER DC
Administrative (civilian)	20
Encrypted military	30
Encrypted Imperial military	35

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Attack Combo (Fire and Strike)	Attack Combo: Melee, Attack Combo: Ranged,	Deal +1 die of damage on melee, unarmed, or ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee, unarmed, base attack bonus +9 or ranged attacks.
Attack Combo (Melee)	Base attack bonus +3	Deal +1 die of damage on melee or unarmed attacks until the end of your next turn after hitting an enemy with two consecutive melee or unarmed attacks.
Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.
Autofire Assault	Weapon Focus (chosen weapon)	Decrease penalty on autofire attack and inflict extra damage when sustaining fire in the same squares in consecutive rounds.
Autofire Sweep	Weapon Focus (chosen weapon)	Sweep a wide area while using autofire mode.
Biotech Specialist	Trained in Mechanics skill	Make custom modifications to Yuuzhan Vong biotech.
Biotech Surgery	Trained in Treat Injury skill	Install a biotech prosthesis onto a living being.
Brink of Death	—	Attacks that would kill your enemy reduces them to 0 hit points instead.
Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.
Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coup de grace as a standard action.
Galactic Alliance	—	You do not move down the condition track the first time an attack exceeds your damage threshold, and you gain access to the Brawler talent tree.
Military Training	—	Gain a +5 bonus to resist grab and grapple attacks.
Grapple Resistance	—	You may knock two opponents' heads together after a successful multi-grab.
Knock Heads	Dex 13, Str 13, Multi-Grab	You may grab two opponents as a standard action.
Multi-Grab	Dex 13	Move an enemy –1 step down the condition track when using the Crush feat.
Rancor Crush	Str 15, Crush, Pin, base attack bonus +1	
Return Fire	Dex 15, Quick Draw, Weapon	You may make a single ranged attack as a reaction to a ranged attack against Focus (chosen ranged weapon) you that misses.
Returning Bug	Proficient with weapon used	Thrown razor bugs and thug bugs return to your hand immediately.
Vehicle Systems Expertise	Tech Specialist, trained in Mechanics	Recharge shields or reroute power on a vehicle faster than normal.
Zero Range	Point Blank Shot	Gain a +1 bonus on your attack roll and deal +1 die of damage when making a ranged attack against an adjacent target or a target in your fighting space.

USE THE FORCE

The Yuuzhan Vong are disconnected from the Force, as is their biotechnology. They are immune to any Force effect that targets their Will Defense, including Force powers. This also includes aspects of the Use the Force skill, as noted below.

Move Light Object (Trained Only): You may not use the Move Light Object application of this skill against Yuuzhan Vong biotechnology or biological devices, as they are living objects detached from the Force. However,

you can use Move Light Object against biotechnology that has been modified with standard technology.

Sense Force (Trained Only): As a standard action, you can attempt to use the Sense Force application of this skill to detect the hole in the Force created by one or more Yuuzhan Vong. You must make a DC 20 Use the Force check; if the check succeeds, you can sense how many Yuuzhan Vong are within 1 kilometer of your location.

Sense Surroundings (trained only): You can attempt to use the Sense Surroundings application of this skill to detect Yuuzhan Vong targets, but you must be trained in the skill, and you must succeed in a DC 30 Use the Force check. The effects are otherwise the same as described on page 77 of the Saga Edition core rulebook.

Telepathy: This aspect of the skill does not work on the Yuuzhan Vong, even if they are willing recipients.

FEATS

The new feats presented here are available in any era. Some feats are especially appropriate for Legacy era campaigns and should contribute to character concepts commonly found in this time.

ATTACK COMBO (FIRE AND STRIKE)

You can make deadly ranged and melee attacks in rapid succession.

Prerequisites: Attack Combo (Melee), Attack Combo (Ranged), base attack bonus +9.

Benefit: If you hit a single target with two consecutive ranged, melee, and/or unarmed attacks during the same turn, any additional ranged, melee, or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

ATTACK COMBO (MELEE)

After landing successive blows against a single target, your melee and unarmed attacks become more devastating.

Prerequisite: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive melee and/or unarmed attacks during the same turn, any additional melee or unarmed attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

ATTACK COMBO (RANGED)

Your damage-dealing ability improves after hitting a single target with successive ranged attacks.

Prerequisite: Base attack bonus +3.

Benefit: If you hit a single target with two consecutive ranged attacks during the same turn, any additional ranged attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage on a hit. This extra damage stacks with extra damage granted by other feats or talents.

AUTOFIRE ASSAULT

Your autofire attacks are devastating when focused in a single area for multiple rounds.

Prerequisite: Weapon Focus (chosen weapon).

Benefit: When you target the same area with an autofire attack that you made an autofire attack against on your last turn, the penalty on the autofire attack is reduced to -2 (-1 if using a braced autofire-only weapon or the Controlled Burst talent) and you deal +1 die of damage on a hit.

Normal: A -5 penalty applies to autofire attack rolls, and there are no bonuses for consecutive rounds of fire in the same squares.

Special: This feat cannot be used with the Autofire Sweep feat or the Burst Fire feat.

AUTOFIRE SWEEP

You can sweep an area with your autofire weapon, spraying fire in a 180-degree arc in front of you.

Prerequisite: Weapon Focus (chosen weapon).

Benefit: When making an autofire attack, you can attack all targets in a 6-square cone. The origin square of the cone can be any square in your line of sight and within point-blank range.

Normal: A -5 penalty applies to autofire attack rolls. Autofire attacks that miss deal half damage.

Special: This feat cannot be used with the Autofire Assault feat or the Burst Fire feat. It can be used with the Suppression Fire talent (see page 31).

BIOTECH SPECIALIST

You can make custom modifications to Yuuzhan Vong biotech-based armor, weapons, vehicles, and similar devices.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a Yuuzhan Vong biotech-based device, suit of armor, weapon, or vehicle so that it gains a specific trait. Specific traits are listed in the chart on page 35. You can perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, or vehicle, and you cannot apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires one day per 1,000 credits of the modification cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over if you wish.

Due to the specialized nature of biotechnology, only other characters with the Biotech Specialist feat can assist you, reducing proportionately the time needed to complete the modification. At the end of the modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item + double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: Nobles and scoundrels may add this feat to their class list of bonus feats. This feat allows you to make Treat Injury checks on biotechnology without the -5 penalty.

BIOTECH SURGERY

You can perform the surgical procedures necessary to graft biotech components onto living flesh, similar to those used by the Yuuzhan Vong.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can install a biotech prosthesis onto a living being. The surgical procedure takes 1 hour of uninterrupted work, after which you must make a DC 20 Treat Injury check. If the check succeeds, the prosthesis is installed correctly. If the check fails, the prosthesis is not installed properly; however, you can try again after another uninterrupted hour of surgery.

Special: You can install a biotech prosthesis on yourself, but you take a -5 penalty on the Treat Injury skill check. If you have the Surgical Expertise feat (see page 88 of the Saga Edition core rulebook), you can install a biotech prosthesis in 10 minutes instead of 1 hour.

BRINK OF DEATH

You can take an enemy to the brink of death without killing him.

Benefit: When you deal sufficient damage on an attack to kill a target, you may instead choose to reduce the target to 0 hit points, leaving it unconscious but alive. Normal rules for being at 0 hit points apply (see page 146 of the Saga Edition core rulebook).

FEAT OF STRENGTH

You draw on inner reserves of physical power to perform great feats of strength, such as lifting heavy objects, leaping great distances, or hauling yourself up a cliff while weighted down by a heavy load.

Prerequisite: Strength 15.

Benefit: Once per encounter as a full-round action, you can take 20 on a single Strength check or Strength-based skill check (you must be trained in the skill), even if you are distracted or threatened.

Normal: You may not take 20 when distracted or threatened, or in a single round.

Special: After using this feat for the first time in a given encounter, make a DC 15 Endurance check (as a free action). If the check succeeds, you can use this feat once more during the same encounter.

BIOTECH ARMOR TRAIT	BENEFIT
Agile Armor	The armor's maximum Dexterity bonus increases by 1.
Fortifying Armor	The armor's equipment bonus to Fortitude Defense increases by 1.
Protective Armor	The armor's armor bonus to Reflex Defense increases by 1.

BIOTECH DEVICE TRAIT	BENEFIT
Add Device to Creature	Alter a bioengineered creature to accept a biotech or standard technological enhancement such as a miniaturized sensor pack.
Enhanced Strength	Increase the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its maximum hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

BIOTECH VEHICLE TRAIT	BENEFIT
Dovin Basal Enhancement	Increase the effects of a dovin basal to grant one of the following benefits to a starship: +1 additional square of movement at starship scale, +2 SR, or +1 die of damage when using a dovin basal.
Enhanced Dexterity	Increase the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle speed by one-quarter of its base speed (minimum 1 square)

BIOTECH WEAPON TRAIT	BENEFIT
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage on a successful hit. If the weapon has a damage multiplier (for example, 6d10x2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon that doesn't have a burst radius can be made to have an autofire mode.



FATAL HIT

Enemies you take down don't get up again.

Prerequisites: Strength 13, Dexterity 13.

Benefit: When your attack drops a target to 0 hit points, you may choose to automatically kill that enemy even if the damage dealt does not exceed the target's damage threshold. In addition, you can perform the coup de grace action as a standard action.

Normal: A creature that drops to 0 hit points becomes unconscious if the damage dealt does not exceed its damage threshold. Performing a coup de grace is a full-round action.

GALACTIC ALLIANCE MILITARY TRAINING

Service in the Galactic Alliance has honed your toughness.

Benefit: You do not move down the condition track the first time an attack exceeds your damage threshold in an encounter.

GRAPPLE RESISTANCE

You make it difficult for enemies to grab or grapple you, or attack objects in your possession.

Benefit: You gain a +5 bonus to your Reflex Defense when an enemy makes a grab or grapple attack against you, and you gain a +5 bonus to all opposed grapple checks. All objects that you are holding or carrying gain a +5 bonus to their Reflex Defense when attacked (see "Attack an Object" on page 151 of the Saga Edition core rulebook).

KNOCK HEADS

You knock two opponents' heads together in unarmed combat.

Prerequisites: Dexterity 13, Strength 13, Multi-Grab.

Benefit: After successfully using the Multi-Grab feat against two targets that are both adjacent to you and each other, you can immediately knock their heads together, dealing automatic bludgeoning damage to each creature equal to 1d6 plus your Strength modifier. When comparing the damage to each creature's damage threshold, treat their damage thresholds as if they were 5 points lower. Both creatures are still considered grabbed at the end of using this feat.

MULTI-GRAB

You may grab two opponents at once.

Prerequisite: Dexterity 13.

Benefit: As a standard action, you can make a grab attack against two targets adjacent to you (roll a separate attack against each target). You must have two empty hands to use this feat.

RANCOR CRUSH

Your crushing hold on an enemy can knock it unconscious.

Prerequisites: Strength 15, Crush, Pin, base attack bonus +1.

Benefit: When you successfully pin an enemy with the Pin feat (see page 87 of the Saga Edition core rulebook) and use the Crush feat at the same time, the enemy moves -1 step down the condition track in addition to taking damage.

Normal: The Crush feat deals damage to a grappled enemy but does not move the enemy along the condition track.

RETURN FIRE

When someone takes a shot at you and misses, you retaliate with a shot of your own.

Prerequisites: Dexterity 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group).

Benefit: Select one exotic weapon or weapon group. Once per encounter as a reaction, you can make a single ranged attack with the chosen weapon or group against an enemy that misses you with a ranged attack, provided you have line of sight to that enemy.

Special: If you have the Combat Reflexes feat, you may use this feat a number of times during an encounter equal to your Dexterity bonus, but no more than once during a given enemy's turn.

This feat does not apply to vehicle weapons or heavy weapons. You must have your weapon in hand to use this feat.

You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group or exotic weapon.

RETURNING BUG

You have mastered the art of using Yuuzhan Vong thrown weapons and can cause them to return to your hand.

Prerequisite: Proficient with weapon used.

Benefit: When you miss with a razor bug or a thud bug (see page 64), the weapon returns to your hand immediately.

VEHICLE SYSTEMS EXPERTISE

You may use your technical expertise to manipulate a vehicle's systems more quickly than usual.

Prerequisites: Tech Specialist, trained in the Mechanics skill.

Benefit: You may use the Recharge Shields or Reroute Power vehicle combat actions by spending two swift actions. Also, once per encounter, you may attempt to use either of these actions as a single swift action by making a DC 30 Mechanics check.

Normal: Recharging shields or rerouting power normally requires you to spend three swift actions.

ZERO RANGE

You are lethal when using ranged weapons against adjacent targets.

Prerequisite: Point Blank Shot.

Benefit: When firing a ranged weapon at a target within or adjacent to your fighting space, you gain a +1 bonus on the attack roll and deal +1 die of damage on a hit.

The effects of this feat do not stack with the extra damage provided by the Burst Fire or Rapid Shot feats. This feat does not apply to heavy weapons or vehicle weapons, or in starship combat.

BONUS FEATS

Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class can add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Attack Combo (Melee), Brink of Death, Feat of Strength, Grapple Resistance
Noble	Biotech Specialist, Biotech Surgery, Return Fire, Returning Bug
Scoundrel	Attack Combo (Ranged), Biotech Specialist, Fatal Hit, Return Fire, Returning Bug, Vehicle Systems Expertise, Zero Range
Scout	Attack Combo (Ranged), Fatal Hit, Feat of Strength, Grapple Resistance, Return Fire, Vehicle Systems Expertise
Soldier	Attack Combo (Fire and Strike), Attack Combo (Melee), Attack Combo (Ranged), Autofire Assault, Autofire Sweep, Brink of Death, Fatal Hit, Feat of Strength, Galactic Alliance Military Training, Grapple Resistance, Multi-Grab, Knock Heads, Rancor Crush, Zero Range

"WE CAN ONLY PUSH THE ENGINES
SO HARD!"

-DELIAH BLUE

CHAPTER III PRESTIGE CLASSES





Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. As always, prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Legacy era campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a particular prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and story lines that allow a player to take these classes.

NEW TALENTS FOR EXISTING PRESTIGE CLASSES

This chapter features two new prestige classes suitable for Legacy era campaigns and also includes several new talent trees for existing prestige classes. As with the new talent trees for core classes in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, the description of the elite trooper prestige class that appears in the Saga Edition core rulebook states that an elite trooper character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Protection talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three.

Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative. However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. For example, even though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Brute Squad talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.



A CHISS BODYGUARD.

NEW TALENTS

This section presents new talent trees for several of the prestige classes introduced in the Saga Edition core rulebook.

BOUNTY HUNTER TALENTS

Characters with one or more levels in the bounty hunter prestige class may select talents from the Force Hunter talent tree in addition to those talents normally available to bounty hunters.

FORCE HUNTER TALENT TREE

Hunting Jedi is big business during the Legacy era, as the Sith-controlled Empire pays well for captured Jedi. However, given their powers and skills, Jedi are among the most dangerous prey for bounty hunters to pursue.

Force Blank: You are especially hard to detect using the Force. Attempts to detect you using the Sense Surroundings aspect of the Use the Force skill suffer a -10 penalty.

Lightsaber Evasion: Whenever an enemy misses you with a melee attack with a lightsaber, you may move up to 2 squares in any direction. This movement does not provoke attacks of opportunity.

Precision Fire: The Jedi are skilled at blocking and deflecting ranged attacks with their lightsabers, and you are able to compensate for this to some degree by taking careful shots. Whenever you aim before making a ranged attack, you increase the difficulty of Deflect attempts to negate your attack by +5.

Steel Mind: If you resist the effects of a mind-affecting Force power, the user of that power cannot attempt to use the same power against you for the rest of the encounter.

Strong-Willed: You are trained to resist Jedi mind tricks. You add your class level to Will Defense against Use the Force checks.

Telekinetic Resistance: Whenever you are targeted by a Force power that moves you, you reduce the distance you are moved by half.

ELITE TROOPER TALENTS

Characters with one or more levels in the elite trooper prestige class may select talents from the Protection talent tree in addition to those talents normally available to elite troopers.

PROTECTION TALENT TREE

You are specially trained to protect those around you, either by taking the brunt of attacks that are aimed at them, or by defusing dangerous situations before they occur.

Armored Guard: When you use the Ward talent (see below), your ally's cover bonus to Reflex Defense is increased by one-half the armor bonus of any natural armor you possess as well as any armor you are wearing.

Prerequisite: Ward.

Bodyguard's Sacrifice: As a reaction, you can interfere with any successful attack against an adjacent ally. You can choose to take any or all of that attack's damage, and the remainder is dealt to the target as normal. Once you use this talent, you may not use it again until the end of your next turn.

Guard's Endurance: Whenever you begin your turn adjacent to the target of your Ward talent (see below), you gain bonus hit points equal to your character level until the start of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Ward.

Lifesaver: Once per encounter as a reaction, when an ally takes damage that equals or exceeds its damage threshold or reduces it to 0 hit points, you can move up to your speed provided you end your movement adjacent to that ally. This movement provokes attacks of opportunity as normal, you take all of the damage that triggered this talent's use, and your ally takes no damage.

Prerequisite: Bodyguard's Sacrifice.

Out of Harm's Way: As a move action, you allow one ally within 6 squares of you to move up to its speed, provided the ally ends its movement adjacent to you. This movement does not provoke attacks of opportunity.

Roll With It: Whenever you take damage on behalf of an ally through the use of a talent (including Harm's Way), you gain damage reduction equal to your class level until the end of your next turn.

Prerequisite: Bodyguard's Sacrifice, Take the Hit.

Take the Hit: Whenever you take damage on behalf of an ally through the use of a talent (including Harm's Way), your damage threshold is increased by 5.

Prerequisite: Bodyguard's Sacrifice.

Ward: As a swift action, designate one adjacent ally. Until the end of your next turn, as long as that ally remains adjacent to you, you are considered to be providing that ally with soft cover against all attacks. You cannot be designated as the target of this talent (such as, when it is used by an ally) if you have used this talent since the start of your last turn, and you cannot use this talent if you are currently designated as another ally's ward.

GUNSLINGER TALENTS

Characters with one or more levels in the gunslinger prestige class may select talents from the Carbineer talent tree in addition to those talents normally available to gunslingers.

CARBINEER TALENT TREE

While pistols offer great versatility and mobility, their range is a significant limiting factor. Thus, many gunslingers choose to specialize in long arms, especially blaster carbines.

Blowback: When you make an attack with a rifle that deals damage in excess of your target's damage threshold, you can choose to push the target 1 square away from you.

Close Contact: The point-blank range of any rifle or carbine you use is increased by 5 squares. Short range for the weapon begins 5 squares later, but still ends at the same distance.

You can take this talent up to two times; each time you take this talent, you increase the point-blank range of any rifle or carbine you use by an additional 5 squares, up to a maximum of 10 squares.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty of your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Old Faithful: The trusty sidearm class feature (see page 217 of the Saga Edition core rulebook) of the gunslinger prestige class also applies to any rifle or carbine that you use.

Opportunity Fire: You gain a +2 bonus on attacks of opportunity made with rifles.

Rifle Master: You treat all rifles as though they were accurate weapons, taking no penalty when firing at targets at short range.

Shoot from the Hip: You can always use a rifle to make attacks of opportunity.

Snap Shot: You do not provoke attacks of opportunity while using the aim action with a rifle or carbine with its stock extended.

JEDI KNIGHT TALENTS

Characters with one or more levels in the Jedi Knight prestige class may select talents from the Jedi Refugee talent tree in addition to those talents normally available to Jedi Knights.

JEDI REFUGEE TALENT TREE

In the Legacy era, the Jedi are once again hunted to near-extinction. To survive, the Jedi must learn to conceal their Force powers and blend in with the common galactic citizen.

Cover Your Tracks: You are adept at living beneath society's radar. Anyone who attempts to locate you using the Gather Information skill suffers a -5 penalty on their Gather Information checks.

Difficult to Sense: You are skilled at concealing your presence from other Force-users. You may reroll any opposed Use the Force check made to conceal your presence from someone who attempts to sense other Force-users, keeping the better result.

Force Veil: Your ability to conceal yourself from other Force-users allows you to reduce the radius within which you can be detected to 10 kilometers (instead of 100 kilometers).

Prerequisite: Difficult to Sense.

Jedi Network: You have access to a network of Jedi sympathizers. While in a civilized area, you can call upon this network of allies once per game session for one of the following purposes:

- **Acquire Equipment or Funds:** You can use your contacts to obtain material that might otherwise be licensed, restricted, military, or illegal, provided the total value of the equipment does not exceed your level in this class \times 500 credits. Alternately, you can obtain a number of credits from your contacts equal to this amount to spend as you see fit.
- **Obtain Information:** Your contacts provide you with information, automatically succeeding on a Gather Information check (and covering the credit cost of the check) provided that the DC does not exceed 20.
- **Receive Medical Attention:** Your contacts provide you and up to three of your allies with medical attention as dispensed by a skilled physician or healer. The length of the treatment cannot exceed 24 hours, but is otherwise free of charge and completely private.
- **Secure Safe house:** One of your contacts provides a safe redoubt for you and up to three of your allies, for a number of days equal to your Jedi Knight class level. While in hiding, you have no contact with anyone other than the individual who is hiding you. Once the allotted time is up, you must leave the safe house or risk discovery. For each day you remain in hiding past this deadline, the Gamemaster should roll 1d20. On a result of 15 or higher, your safe house is discovered, and your contact's complicity in keeping you hidden is exposed.

OFFICER TALENTS

Characters with one or more levels in the officer prestige class can select talents from the Fugitive Commander talent tree in addition to those normally available to officers.

FUGITIVE COMMANDER TALENT TREE

When a fighting force is outmanned, outgunned, and constantly on the run, only the skill and acumen of talented officers can keep morale high and prevent desertion or surrender. Fugitive commanders are skilled in the art of deceiving and eluding their pursuers.

Disciplined Trickery: Once per turn as a reaction, you allow one ally within 12 squares of you and in your line of sight to reroll one Deception or Stealth check, but the ally must keep the second result, even if it is worse.

Group Perception: Whenever you roll a Perception check, all allies within 6 squares of you can do so as well, taking the highest reroll result rolled by you or any ally.

Hasty Withdrawal: As a swift action once per turn, you target a number of allies equal to your Charisma bonus (minimum 1). Each targeted ally must be within 12 squares of you and in your line of sight. Each ally you target can take the withdraw action immediately as a free action. The normal rules for withdrawing otherwise apply (see page 153 of the Saga Edition core rulebook).

Stalwart Subordinates: When any ally within 12 squares of you and in your line of sight is targeted by a skill check against its Will Defense, the source of that skill check (whether a hazard, a creature, a droid, or whatever) must roll the skill check twice and take the lowest result.

Stay in the Fight: As a swift action, you remove one mind-affecting or fear effect currently affecting an ally within 12 squares of you and in your line of sight. When you do so, you also grant the target a number of bonus hit points equal to 10 + your class level.

Prerequisite: Stalwart Subordinates.

Stealthy Withdrawal: When an ally withdraws as a result of your Hasty Withdrawal talent and ends its withdraw action with cover or concealment from any enemy target, that ally can make an immediate Stealth check to sneak as a free action.

Prerequisite: Hasty Withdrawal.

ORDER OF REROLLS

The Stalwart Subordinates talent introduces a new concept of forcing an enemy to reroll and take the lowest result. This can cause some confusion when the target of this effect has the ability to reroll skill checks. When any reroll effects from different sources clash, resolve the skill check as follows: The character, creature, or droid making the skill check makes its skill check first, including any rerolls it gains from its own abilities. Once the final result of the skill check is determined, apply any reroll effects from enemies.

For example, a scoundrel makes a Deception check against an officer's ally. The scoundrel has the ability to reroll the Deception check, taking the better result. The officer has the Stalwart Subordinates talent. The scoundrel makes her skill check first, rolling twice (a 14 and a 17) to take the better result (17). The Stalwart Subordinates effect then applies, requiring the scoundrel to roll one more time (an 11), taking the lowest result. The scoundrel's final skill check result is 11.

SITH APPRENTICE TALENTS

Characters with one or more levels in the Sith apprentice prestige class may select talents from the Sith Commander talent tree in addition to those talents normally available to Sith apprentices.

SITH COMMANDER TALENT TREE

The Sith use terror to lead their troops, and Sith commanders have few compunctions about making examples of underlings. Therefore, it is not surprising that the Sith use the anger and fear of their subordinates to their own terrible advantage.

Desperate Measures: Desperation stems from fear. Once per encounter as a swift action, you instill desperation in all allies within 12 squares of you and in your line of sight, allowing each of them to make an immediate attack at a -5 penalty.

Prerequisite: Focus Terror.

Focus Terror: Once per encounter as a swift action, you can harness the fear felt by your allies and transform it into a powerful motivational tool. All allies within 12 squares of you and in your line of sight move +2 steps along the condition track, but suffer a -2 penalty on attack rolls and skill checks for a number of rounds equal to your character level.

Incite Rage: Once per encounter as a swift action, you can channel your anger and hatred into your allies. All allies within 12 squares of you and in your line of sight gain a +1 rage bonus on attack rolls but take a -2 penalty to their Reflex Defense. This effect lasts until the encounter ends, or you are knocked unconscious or killed.

Power of Hatred: Once per encounter as a swift action, you can inflame the passions of your allies. Each ally within your line of sight who has fewer than half its normal hit points gains bonus hit points equal to your character level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Prerequisite: Incite Rage.

"HENCEFORTH, YOU
WILL TAKE ORDERS
ONLY FROM ME-
REPORT ONLY
TO ME."

-DARTH KRAYT

PRESTIGE CLASSES

The following new prestige classes are available during the Legacy era.

TABLE 3-1:
PRESTIGE CLASSES

PRESTIGE CLASS	BASIC DESCRIPTION
Imperial Knight	A Jedi Knight loyal to Emperor Roan Fel.
Shaper	A Yuuzhan Vong shaper.

IMPERIAL KNIGHT

The Imperial Knights are Jedi who dedicate themselves to the preservation of the new Galactic Empire and the defense of Emperor Roan Fel—not unlike the Royal Guard that once protected Emperor Palpatine, though their training in the Force distinguishes them from that organization. Despite opinions to the contrary, Imperial Knights are every bit as capable in the use of the Force as their Jedi counterparts, though their training has considerably more martial focus. During the height of the Sith-Imperial War, the Imperial Knights were forbidden from participating in the fighting. Instead, they served as the Emperor's personal guard.

At any given time, there are as few as a dozen Imperial Knights or as many as three score. Casualties within the Order have been high since Darth Krayt declared himself Emperor. The remaining Imperial Knights continue to serve Roan Fel closely, with many fighting an insurgent war against the Sith and their Imperial forces.

Recruitment within the Imperial Knights is limited to individuals who demonstrate both Force potential and loyalty to Roan Fel. Like Jedi, Imperial Knights are permitted to take on apprentices, but only one at a time and only once they have mastered their own skills to a sufficient degree. Apprenticeships are personally approved by the Emperor, as are promotions within the structure of the Order. Only the highest ranking Imperial Knight is designated as a "master," subject to Roan Fel's approval.

Imperial Knights reject the use of the dark side of the Force, yet true Jedi still feel that the Imperial Knights lack a balanced approach to their use of the Force. Controlling fear and managing one's emotions in the face of adversity is paramount to the ideology of the Imperial Knights, as is loyalty to their Emperor. They are warriors first and foremost, not negotiators, and they make no excuses for this fact.



ANTARES DRACO, IMPERIAL KNIGHT

**TABLE 3-3:
THE IMPERIAL KNIGHT**

LEVEL	BASE ATTACK	
	BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Force technique
3rd	+3	Talent
4th	+4	Force technique
5th	+5	Talent
6th	+6	Force technique
7th	+7	Talent
8th	+8	Force technique
9th	+9	Talent
10th	+10	Force technique

EXAMPLES OF IMPERIAL KNIGHTS IN STAR WARS

Sigel Dare, Antares Draco, Marasiah Fel, Mohrgan Fel, Roan Fel, Ganner Krieg, Azlyn Rae, Treis Sinde, Elke Vetter.

REQUIREMENTS

To qualify to become an Imperial Knight, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Trained Skills: Use the Force.

Talents: Armor Proficiency (light, medium), Force Sensitivity, Weapon Proficiency (lightsabers).

Special: Must be a sworn defender of Emperor Roan Fel.

GAME RULE INFORMATION

Imperial Knights have the following game statistics.

Hit Points

At each level, Imperial Knights gain 1d10 hit points + their Constitution modifier.

Force Points

Imperial Knights gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the Imperial Knight prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defenses.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Armor Specialist talent tree (see page 51 of the Saga Edition core rulebook), the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook), the Duelist talent tree (see page 218 of the Saga Edition core rulebook), the Knight's Armor talent tree (see below), or the Knight's Resolve talent tree (see below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

KNIGHT'S ARMOR TALENT TREE

You are a skilled master of the Force who knows how to get the most out of your armor.

Armored Augmentation I: Once per encounter, you may spend a Force Point as a swift action to augment your own ability to withstand damage by imbuing the armor you are wearing with the Force. This allows you to add your armor bonus to Reflex Defense to your damage threshold until the end of the encounter.

Prerequisite: Armor Proficiency with the type of armor worn.

Armored Augmentation II: Whenever you use the Armored Augmentation I talent, you also gain DR equal to 2 × your armor's equipment bonus to Fortitude Defense.

Prerequisite: Armor Proficiency with the type of armor worn, Armored Augmentation I.

Armor Mastery: When calculating your Reflex Defense, you may add your heroic level plus one-half your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

This talent counts as both the Armored Defense and Improved Armored Defense talents for the purposes of prerequisites.

Cortosis Defense: You are adept at using a cortosis gauntlet to parry lightsaber attacks. You gain a +2 bonus when making an opposed unarmed melee attack roll against a lightsaber attack.

Cortosis Retaliation: Whenever you successfully use a cortosis gauntlet to parry an attack made with a lightsaber, you may make an immediate attack of opportunity against the attacker.

Prerequisite: Cortosis Defense.

KNIGHT'S RESOLVE TALENT TREE

You have dedicated your life to serving the rightful Emperor, and your devotion knows no bounds.

Knight's Morale: When an ally within 12 squares of you and within your line of sight hits with a lightsaber attack, you gain a +1 morale bonus to all defenses until the end of your next turn.

Oath of Duty: When an ally within 12 squares of you and within your line of sight hits with a lightsaber attack, you gain bonus hit points equal to 3 × your class level until the end of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Praetoria Ishu: You can use the Block talent to negate a melee attack made against an adjacent ally. In addition, you can use the Deflect talent to negate a ranged attack made against an adjacent ally.

Prerequisite: Block, Deflect.

Praetoria Vonil: You have mastered the offensive lightsaber style favored by the Imperial Knights. When wielding a single lightsaber with two hands, you deal +1 die of damage if you move at least 1 square on your turn before making the attack.

Prerequisite: Weapon Focus (lightsabers).

Strength of the Empire: When an ally within 12 squares of you and in your line of sight hits with a lightsaber attack, you deal +1 die of damage with the next lightsaber attack you make before the end of your next turn.

Prerequisite: Knight's Morale.

Force Techniques

You have learned improved techniques to attune yourself to the Force. At every even-numbered level, you gain one Force technique that, once selected, cannot be changed.

"WE HAVE SWORN
AN OATH OF
LOYALTY-AND THE
EMPEROR HAS
SPOKEN."

-GANNER KRIEG

SHAPER

Among the Yuuzhan Vong, shapers are the engineers of biotechnology. Their skills afford them special distinction and allow them to command great respect in Yuuzhan Vong society. Nearly everything used by the Yuuzhan Vong, from their world-affecting terraformers to simple garments, are manufactured by shapers.

Shapers once adhered to strict protocols that acted as blueprints for their creations. Violation of shaper protocols could result in harsh punishments and accusations of heresy, but during the Legacy era these repercussions are generally ignored by Yuuzhan Vong who are far removed from their people. This allows some shapers to use their biotechnical expertise on non-Yuuzhan Vong—a practice that is unpredictable and oftentimes abominable.

TABLE 3-4: THE SHAPER

LEVEL	BASE ATTACK	
	BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Shaper lore +1
3rd	+2	Talent
4th	+3	Shaper lore +2
5th	+3	Talent
6th	+4	Shaper lore +3, shaper hand
7th	+5	Talent
8th	+6	Shaper lore +4
9th	+6	Talent
10th	+7	Shaper lore +5

EXAMPLES OF SHAPERS IN STAR WARS

Ahsi Yim, Ch'Gang Hool, Ghithra Dal, Kae Kwaad, Kotaa Zun-qin, Mezhan Kwaad, Nen Yim, Qelah Kwaad, Suung Aruh, Taug Molou, Tih Qiqah, Tjulan Kwaad, Tsun Qel, Yakun Kwaad, Yal Phaath, Zhul Yim.

REQUIREMENTS

To qualify to become a shaper, a character must fulfill the following criteria.

Minimum Level: 7th.

Species: Yuuzhan Vong.

Feats: Biotech Specialist.

Trained Skills: Knowledge (life sciences), Treat Injury.



GAME RULE INFORMATION

Shapers have the following game statistics.

Hit Points

At each level, shapers gain 1d8 hit points + their Constitution modifier.

Force Points

Shapers, like all Yuuzhan Vong, never gain Force Points.

CLASS FEATURES

The following are features of the shaper prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Advanced Medicine talent tree (see page 54 of *The Force Unleashed Campaign Guide*), the Implant talent tree (see below), or the Shaper talent tree (see below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

IMPLANT TALENT TREE

Some shapers develop implants that can be placed quickly and easily, temporarily boosting the physical prowess of their beneficiaries.

The following talents all grant effects that last until the end of the encounter. At the end of the encounter, any target that benefits from one or more of these talents immediately moves -3 steps down the condition track, and the condition becomes persistent. The persistent condition can only be removed after 8 hours of rest, or by performing successful surgery (as per the application of the Treat Injury skill) on the target.

Adrenaline Implant: Once per encounter as a standard action, you can give one adjacent living creature an adrenaline implant. The target must be willing to receive this implant, which grants the target 10 bonus hit points at the start of each of its turns. These bonus hit points do not accumulate. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Precision Implant: Once per encounter as a standard action, you can give one adjacent living creature a precision implant. The target must be willing to receive this implant, which grants the target a +1 equipment bonus on attack rolls until the end of the encounter.

Resilience Implant: Once per encounter as a standard action, you can give one adjacent living creature a resilience implant. The target must be willing to receive this implant, which grants the target a +5 equipment bonus to its damage threshold until the end of the encounter.

Speed Implant: Once per encounter as a standard action, you can give one adjacent living creature a speed implant. The target must be willing to receive this implant, which increases the target's base speed by 2 until the end of the encounter.

Strength Implant: Once per encounter as a standard action, you can give one adjacent living creature a strength implant. The target must be willing to receive this implant, which allows the target to deal +1 die of damage whenever it hits with a melee attack until the end of the encounter.

SHAPER TALENT TREE

You manipulate Yuuzhan Vong biotechnology in new ways, molding it to your own ends and making it more effective.

Biotech Mastery: When using the Biotech Specialist feat to modify biotechnology, you are able to make the appropriate modification in half of the normal time for half the normal cost. In addition, you can take 10 on the Mechanics check (even when distracted or threatened), but you cannot take 20.

Expedient Mending: You can temporarily mend a damaged or disabled biotech device using the Treat Injury skill (see page 32) as a standard action instead of a full-round action.

Prerequisite: Expert Shaper.

Expert Shaper: You may reroll any Treat Injury check made to repair or modify a biotech object, but the result of the reroll must be accepted even if it is worse.

Master Mender: Whenever you temporarily mend a biotech device using the Treat Injury skill (see page 32), the mended device moves +4 steps on the condition track. In addition, the mended device only moves -3 steps down the condition track at the end of the scene or encounter, and is only disabled if this reduction brings it to -5 steps on the track.

Prerequisite: Expert Shaper.

Skilled Implanter: Whenever you use the Biotech Surgery feat to install an implant, the implant's attack bonus against the recipient's Fortitude Defense is halved (see page 67 for more information on implants).

Prerequisite: Biotech Surgery feat.

Shaper Lore

You are skilled at building, modifying, and repairing biotechnology. Because of this intimate familiarity, you gain a bonus equal to one-half your class level (rounded down) on all Knowledge (life sciences) and Treat Injury checks you make with regards to biotech devices, regardless of size or complexity.


Shaper Hand

At 6th level, a Yuuzhan Vong shaper is expected to replace at least one of his hands with what is known as a shaper hand. A shaper hand is a bioengineered appendage equipped with a number of tools that assist in tasks specific to shaping. A shaper who declines to attach a shaper hand when permitted to do so is often viewed with suspicion by other Yuuzhan Vong.

A shaper hand replaces the need for a biotech tool kit (see page 65).

CHAPTER IV THE FORCE





In the Legacy era, there is no balance to the Force. Instead, the dark side of the Force holds sway, and the influence of evil can be felt everywhere. With Sith Lords in every sector and at the heads of Imperial space fleets, the influence of the dark side is stronger than ever, and far more visible. The Sith act overtly, making it clear that they rule the Empire and, by extension, the galaxy. Not since the days of Darth Revan and Darth Malak have the Sith ruled so convincingly. The dark side clouds everything, and the galaxy's future is harder to see than ever before.

Citizens of the galaxy heed the power of the Force and view Force-users—even benevolent ones—with suspicion and fear. They see the Force as a blunt weapon used by the Sith to tyrannize and subjugate the galaxy. The average citizen of the galaxy may not know a lot about the way the Force works, but they are wise enough to avoid anyone with red and black tattoos and a lightsaber.

All Jedi are hunted during this era, and frightened people know better than to help a Jedi in need. Still, the Jedi Order's fire has not completely gone out of the universe, and across the galaxy many still struggle to keep the flame of hope alive. With each passing day, the Jedi recover more from the blow dealt to them by the Order's destruction at the end of the Sith-Imperial War, and in remote parts of the galaxy there exist those who have the will and the strength to fight off the influence of the dark side of the Force.

FORCE-USERS IN THE LEGACY ERA

Force-users in the Legacy era are few and far between, at least outside of the ranks of the Sith. The Jedi have once again been nearly exterminated following the destruction of the Jedi Temple on Coruscant and the Jedi Academy on Ossus. Only a handful of Jedi survived these attacks, most of them by virtue of the fact that they were elsewhere at the time.

Darth Krayt has placed exorbitant bounties on the surviving Jedi, leading every bounty hunter, scoundrel, and thug to search for any signs of a lightsaber or Force use. Darth Maladi—Krayt's spymaster and the head of Sith Intelligence—has a complete listing of every active Jedi as of the massacre at Ossus, which she uses to determine the value of each bounty (usually 5,000 credits \times the CL of the Jedi). When bounty hunters capture a Jedi, they contact the Empire (through one of the special communications frequencies distributed on bounty postings by Imperial Intelligence) and arrange for the Empire to pick up the prisoner. A Sith Lord and a squad of Knights (special stormtroopers trained to fight Jedi) meet with the bounty hunters to take control of the Jedi and deliver the payout. From there, the Sith bring the Jedi back to Coruscant, whereupon the prisoner is turned over to Darth Maladi for interrogation and eventual execution.

Darth Krayt's Empire is neither ignorant nor tolerant of the many other Force traditions in the galaxy, particularly those that might oppose the Empire's advance or those with strong ties to the Jedi. For example, the Jensaarai, though small in comparison to the Jedi Order, is one of the first groups targeted in the wake of the Sith-Imperial War. However, the Empire is not so indiscriminate as Emperor Palpatine and his Inquisitors. Whereas the Sith of the past were simply content to eradicate the other Force-users of the galaxy, Darth Krayt at least gives members of other Force traditions a choice: They can join him and pledge their loyalty to the Sith Lord, or they can die. (Rarely does he afford a Jedi the same choice.) These traditions have a less violent history of conflict with the Sith, and as such may be more inclined to consider Darth Krayt's "proposal." Not surprisingly, many of the Sith in Darth Krayt's Empire are former members of other Force traditions, among them former Jensaarai Defenders, Nightsisters, and other Force adepts who succumbed to the temptation offered to them by the Sith Lord.

Whereas the *Star Wars* saga traditionally focuses on the conflict between the Jedi and the Sith, having the Sith become involved with the members of a non-Jedi tradition opens up some interesting adventure possibilities. For example, Force-using heroes that turn to the dark side may now go on to become Sith Lords, returning to the campaign as adversaries at the head of an Imperial fleet. Likewise, heroes who are members of alternate Force traditions have the chance to experience many of the same dramatic stories as the Jedi, such as having an apprentice turn to the dark side or confronting a former mentor who has become an agent of evil. Moreover, the Gamemaster is free to create Sith Lords that use the interesting powers and backgrounds normally reserved for other Force traditions.

Though Darth Krayt offers members of non-Jedi Force traditions the opportunity to join his side, he is less lenient with those who are found to harbor Jedi on the run. When the Sith discover that a sect of Force-users has been harboring a Jedi, they show no mercy and make no offer to join the Sith; the organization is simply wiped out and the Jedi brought back to Coruscant for questioning.

THE HIDDEN TEMPLE

Under the guidance of Grand Master Luke Skywalker, the Jedi Order rebuilds itself and grows to incredible heights after the war with the Yuuzhan Vong. However, the growth and prosperity of the Jedi Order ends with the onset of the Sith-Imperial War. To keep the Jedi tradition alive in the face of extinction, Jedi Master Nat Skywalker leads the construction of a secret temple and keeps its existence hidden even from other Jedi. Unfortunately, the defeat of the Galactic Alliance at Caamas coupled with the massacre of the Jedi at Ossus spells doom for the Jedi Order. Nat Skywalker's secret redoubt, dubbed the Hidden Temple by those Jedi who once knew of it, passes into obscurity as the few survivors of the Order are scattered to the far corners of the galaxy, hunted by the Sith and the Empire.

The Hidden Temple is located on the planet Taivas deep within a massive, subterranean cavern. It is actually constructed of several capital starships connected to one another by various permanent edifices and enclosed walkways. Although the Jedi are careful not to leave behind records or cargo manifests that might lead enemies to Taivas, the Sith, in searching for just such a hidden redoubt, learn that Jedi had purchased several capital ships for the purpose of creating a mobile, hidden fleet. Rumors still persist in many Imperial circles that such a fleet exists, and this is exactly the kind of misdirection that Nat Skywalker planned when he chose the design for the Hidden Temple.

Since the final destruction of the Jedi Order at Ossus, the Hidden Temple has seen little of its intended use. Over the years since the Order's dissolution at the hands of the Sith, a few Jedi Masters have found their way to the temple. However, most surviving Jedi have no idea that a secret Jedi base exists far from the eyes of the Empire or the Sith. Following Cade Skywalker's escape from Imperial clutches, the Hidden Temple sees renewed activity, and several surviving Jedi Knights and Jedi Masters congregate there to meet with one another and plot a course for the surviving members of the Order.

The location of the Hidden Temple cannot be learned through skill checks; instead, finding the location of the Hidden Temple should be the reward for a short adventure, or something acquired during the course of the campaign. Once the heroes know that Taivas is their destination, reaching the Hidden Temple is no simple matter. Pilots, copilots, or systems operators on ships approaching Taivas need to make a DC 20 Use Computer check to locate an entrance to the cavern housing the Hidden Temple, and then pilots must succeed on three consecutive DC 20 Pilot checks to approach it safely. Failing the Use Computer check means that the character fails to find an entrance, and failing a Pilot check results in a collision with a Colossal (cruiser) size rocky outcropping in the passage leading to the cavern.

THE IMPERIAL KNIGHTS

The Imperial Knights are a small organization that serves Emperor Roan Fel. Trained in the Jedi arts, the Imperial Knights are far more than mere bodyguards and agents. They are charged with protecting the most wanted individual in the galaxy from Darth Krayt, the self-proclaimed ruler of the Galactic Empire. The Imperial Knights must not only protect their leader physically but also protect his secrecy and keep him from being located by those who would hunt him down. It is the goal of every Imperial Knight to see Roan Fel safely returned to his rightful place as Emperor of the galaxy.

Though the Imperial Knights are trained in many of the same techniques and philosophies as the Jedi, their method and credos differ markedly. Where the Jedi Knights spare a good deal of time for contemplation of the Force and believe strongly in introspection and meditation, the Imperial Knights take a far more pragmatic view of the Force. They view the Force is a tool, albeit a powerful one to be respected. They know that the Force cannot be used out of anger or selfishness, because even the Imperial Knights know the dangers of falling to the dark side. The Imperial Knights have little time for any master but the rightful Emperor of the galaxy, and as such there is much less differentiation between Imperial Knights who have trained apprentices and those who have not.

Skilled in the art of lightsaber combat, the Imperial Knights use many of the same combat training techniques as the Jedi, and have learned to fight in many of the same lightsaber dueling styles. However, the Imperial Knights are also the masters of two unique lightsaber combat forms that place greater emphasis on teamwork than one's individual prowess. The more aggressive style, known as *praetoria vonil*, focuses on moving quickly and striking hard. The more defensive style, known as *praetoria ishu*, emphasizes protecting one's allies to allow them to find openings in an opponent's defenses.

More information on the Imperial Knights can be found in Chapter 10: The Empire.

IMPERIAL KNIGHT LIGHTSABERS

One of the unique aspects of Imperial Knight training is the manner in which they craft their lightsabers. Though they are heirs to the Jedi tradition, they do not follow the Jedi practice of lightsaber creation. Where the Jedi treat the crafting of a lightsaber as a sacred tradition, for the Imperial Knights the creation of a lightsaber is given little more significance than learning a new Force power or fighting style. The lightsaber is but a tool, and not a wholly necessary one at that. The Imperial Knights devote as much attention to fighting barehanded, in vehicles, and with the Force as they do to fighting with lightsabers.

Imperial Knights craft lightsabers using the same methods as the Jedi, though with far less ceremony. Additionally, the Imperial Knights do not seek out special crystals from planets like Ilum, as Jedi did during the days of the Old Republic. Instead, the Imperial Knights create synthetic crystals using techniques first detailed in Emperor Palpatine's writings, specifically in one of his treatises on the dark side of the Force: *The Book of Anger*. Despite the fact that the tome is filled with dark side lore, the process of crafting synthetic lightsaber crystals (a method used by the Sith for millennia to create their red-bladed lightsabers) is little more than a mechanical process, bereft of ceremonial trappings. The Imperial Knights adapted these techniques to create their familiar white-bladed lightsabers.

THE SITH

With the deaths of Darth Vader and Emperor Palpatine, it seemed by many as though the Sith had finally been extinguished from the galaxy. However, the forces of darkness are not so easily dispatched. A former Emperor's Hand, Lumiya, helped carry on the Sith tradition for a while, but the true resurrection of the Sith begins on the planet Korriban, where a devotee named A'Sharad Hett learns the ways of the Sith tradition and discovers a group of Sith cultists planting the seeds of their eventual return. Hett proves to be the catalyst for this event, and his ascension to the rank of Sith Lord seals the galaxy's fate.

SITH ACOLYTES

Though the Sith rule the galaxy from the Imperial throne on Coruscant, not all of those who serve Darth Krayt are Sith Lords. The Sith maintain a cadre of students, sycophants, and aspirants who are collectively called acolytes. These acolytes mostly serve on Coruscant where they act as aides and assistants to the Sith Lords. Darth Maladi has the largest collection of acolytes at her disposal, which is not surprising given her penchant for using agents outside of the Sith Order (including her Sith spies). The acolytes serve much the same purpose as Darth Sidious' Imperial advisors; they are semi-trusted confidants who serve alongside the Sith as they rule the galaxy, providing them with advice, service, and loyalty.

Most Sith acolytes are hangers-on who walk the path of the dark side of the Force but who, for whatever reason, do not have the capacity to master the mysteries that the Force presents to all students. They might know a few tricks, but rarely do their Sith masters allow them to attain anything approaching true power. They serve their chosen Sith Lord for as long as they are considered useful, after which point they are disposed of. Some acolytes have managed to survive for many years in the service of their Sith masters, and many believe that, as a reward for their faithful service, they will be taken on as a true Sith apprentice to be taught the ways of the dark side.

Sith acolytes are not considered part of Darth Krayt's Sith Order per se, though some of them pick up bits of lore culled from the teachings of the Sith. Although they seldom qualify for the Sith apprentice prestige class, Gamemasters who wish to create Sith acolytes for their own games can waive the requirement that the character must be a member of the Sith tradition. However, Sith acolytes should likely have no more than one or two talents from the Sith apprentice prestige class, and even that should represent the most elder acolytes. Sith acolytes make good mid-level opponents for heroes fighting against the Empire; they might even have a few Force tricks up their sleeves, but in the end they lack the power of a full-fledged Sith apprentice.

A'Sharad Hett emerges from Korriban as Darth Krayt, leader of the new Sith Order. He rescinds the Rule of Two put in place by Darth Bane thousands of years ago, which limited the Sith to a single master and apprentice. He issues the Rule of One: the declaration that there will be one Sith Order composed of many Sith Lords and apprentices, all united under his rule. The return of the Sith in force spells doom for the Galactic Alliance. However, unlike previous iterations of the Sith Order, Darth Krayt succeeds in controlling the petty ambitions of the Sith Lords under his command and focuses their rage against the Jedi Order.

For more information on the Sith, see Chapter 10: The Empire.

THE MALEVOLENCE

A small group found on the Deep Core world of Prakith, the Malevolence are the living protectors of the tomb of Darth Andeddu, an ancient Sith Lord who once claimed Prakith as his domain. The Malevolence is a relatively isolated dark side cult that dwells within the tomb of Darth Andeddu and has for thousands of years since his death. The cult has sent out members to recruit new guardians, and as the cultists grow old and die off while waiting on their master's resurrection, they are replaced by new blood who see it as their duty to guard the tomb and eventually be rewarded for their loyal service. The Malevolence trains in the ways of the dark side of the Force, and their cult has preserved Sith knowledge for millennia by passing it down from one generation to the next.

The Malevolence is a great example of one of the many smaller organizations that ancient Sith Lords cultivated during their reigns. The original members of the Malevolence were recruited in secret by Darth Andeddu to serve as his disciples. Upon his death, he charged them with guarding his tomb until he one day rose to lead them again. Despite the fact that this practice went against Sith doctrine, several other Sith Lords did much the same thing. For Gamemasters looking to introduce aspects of the ancient Sith into their games, tomb-guarding cults such as the Malevolence demonstrate how to take elements of the past and bring them forward into the Legacy era.

Cults such as the Malevolence can be used in a variety of ways to bind the past to the present. For example, the heroes might stumble across one such tomb during their adventures, unleashing dark side cultists upon an unsuspecting galaxy, or discover technology thought lost for thousands of years. Similarly, such cults hand down knowledge from one generation to the next, and Force powers or other lore could still be actively taught among these cults despite having been gone from common knowledge in the galaxy for millennia. These tomb-guarding cults effectively become isolated time capsules from which a Gamemaster can introduce lost lore, technology, powers, organizations, and even individual characters.

DARTH KRAYT'S HOLOCRON

There is a secret known only to two individuals in the galaxy that could prove to be the catalyst for great change: Darth Krayt, Emperor of the galaxy and ruler of the Sith, is dying. However, this is not the only secret shared by Darth Krayt and Darth Wyyrlok.

Since Darth Krayt discovered the true extent of his body's degradation, the Sith Lord has been crafting a holocron to store the sum total of his knowledge as well as his beliefs and philosophies. However, at the height of the Sith-Imperial War, this holocron is not yet complete. Despite this fact, the holocron is still a repository for great knowledge, including many secrets and bits of lore known only to Darth Krayt himself.

Were the holocron to fall into the hands of the Galactic Alliance or the Hidden Temple, it could be analyzed for signs of weakness and perhaps uncover secret plans previously unknown to the galaxy at large. If the holocron were found by Darth Krayt's rivals within the Sith Order, it could lead to a coup d'état, further fragmenting the Empire and plunging the galaxy into a war of many factions.

FORCE POWERS

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the variety of powers available to Jedi, Sith, and other Force traditions—both light and dark—in the Legacy era.

Telekinetic Powers: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents such as Telekinetic Power and Telekinetic Savant (see page 100 of the Saga Edition core rulebook).

BALLISTAKINESIS [TELEKINETIC]

You use the Force to spray an area with dangerous debris. **Time:** Standard action. **Targets:** All targets within a 2x2 area (the entire area must be within 12 squares of you and in your line of sight).

Make a Use the Force check. Compare the result to the Reflex Defense of each target in the affected area. If the check result equals or exceeds the target's Reflex Defense, the target takes 3d8 points of bludgeoning, piercing, or slashing damage (your choice) and takes a -2 penalty on all attack rolls until the start of your next turn. This is an area attack.

Special: You may spend a Force Point when you activate this power, in which case targets whose Reflex Defense you fail to exceed with your skill check take half damage.

COMBUSTION

You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks. **Time:** Standard action. **Targets:** All targets within a 2x2 area (the entire area must be within 12 squares of you and in your line of sight).

Make a Use the Force check. Compare the result to the Fortitude Defense of each target in the affected area. If the check result equals or exceeds a target's Fortitude Defense, the target takes 4d6 points of fire damage and catches on fire. If the attack misses, the target takes half damage and does not catch on fire. This is an area attack.

The result of your Use the Force check determines the attack bonus of the fire each round it burns. This replaces the fire's normal attack bonus (see page 255 of the Saga Edition core rulebook).

Special: You can spend a Force Point to move one target hit by this power -1 step along the condition track.

DARK TRANSFER [DARK SIDE]

You use the dark side of the Force to restore vitality to a living ally. **Time:** Standard action. **Target:** One other living creature touched.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: The target heals a number of hit points equal to your character level.

DC 20: The target heals a number of hit points equal to 2 × your character level.

DC 25: The target heals a number of hit points equal to 3 × your character level.

DC 30: The target heals a number of hit points equal to 4 × your character level.

Special: Each time you use *dark transfer*, you move -1 persistent step down the condition track, and you gain 1 Dark Side Point. You must rest for 8 hours to remove this condition. You may spend a Force Point to avoid moving down the condition track when you use this Force power.

DETONATE [TELEKINETIC]

You can perceive points of weakness within an object and use the Force to telekinetically press on those points, shattering the object. **Time:** Standard action. **Target:** One unattended object within 12 squares of you and in your line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 20: The object takes 4d6 points of damage.

DC 25: The object takes 6d6 points of damage.

DC 30: The object takes 8d6 points of damage.

DC 35: The object takes 10d6 points of damage.

Special: You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

ENLIGHTEN [LIGHT SIDE, MIND-AFFECTING]

You reach out to an ally telepathically, sharing visions of the near future to give the ally an edge or to protect the ally from harm. **Time:** Swift action or reaction. **Target:** One ally within 12 squares of you and in your line of sight.

Make a Use the Force check. The target may use the check result instead of one attack roll, skill check, or opposed check it makes before the start of your next turn, or the target can use the check result in place of one of its defenses until the start of your next turn.

Special: You may spend a Force Point when you activate this power to prolong the effect until the end of your next turn.

FORCE SHIELD [TELEKINETIC]

You use the Force to create a mobile bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.

DC 20: As DC 15, except you gain SR 10.

DC 25: As DC 15, except you gain SR 15.

DC 30: As DC 15, except you gain SR 20.

Special: You can spend a Force Point when you activate this power to increase the power's SR by 5. You can maintain your concentration on a *Force shield* to continue to gain the benefit of the power's SR from round to round, extending the normal duration. Maintaining the *Force shield* power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.

LIGHTNING BURST [DARK SIDE]

You call upon the dark side to cause lightning to arc out from your body, striking adjacent enemies. **Time:** Standard action. **Targets:** All enemies adjacent to you.

Make a Use the Force check. Compare the result to each target's Reflex Defense. If the attack hits, the target takes 3d6 points of Force damage and moves -1 step along the condition track. If the attack misses, the target takes half damage and does not move along the condition track.

Special: You may spend a Force Point when you activate this power to increase the damage dealt by +2d6.

You can maintain the *lightning burst* power as a standard action, provided you haven't moved since activating the power. When you maintain the power, make a new Use the Force check and compare the result to the Reflex Defense of each target in range (as described above).

OBSCURE [MIND-AFFECTING]

You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target. **Time:** Reaction. **Target:** One enemy within 12 squares of you and in your line of sight that just made an attack roll.

Make a Use the Force check. Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target takes a -5 penalty on the attack roll. If the target misses with the attack, you can choose to make the target reroll the attack against another creature adjacent to it; this attack is also at a -5 penalty.

Special: You may spend a Force Point when you activate this power to apply the penalty to all of the target's attack rolls made until the start of its next turn.

PRESCIENCE

The Force grants you a flash of insight in dealing with your enemies. **Time:** Swift action. **Target:** One enemy within your line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: Until the end of your next turn, you gain a +1 insight bonus to all defenses against attacks or effects originating from the target, as well as a +1 insight bonus on attack rolls made against the target.

DC 20: As DC 15, except the insight bonuses increase to +2.

DC 25: As DC 15, except the insight bonuses increase to +3.

Special: You can spend a Force Point when you activate this power to affect one additional enemy in your line of sight.

STAGGER [TELEKINETIC]

You use the Force to lash out at a nearby enemy, causing it to stumble. **Time:** Swift action. **Target:** One enemy adjacent to you.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target takes 2d6 points of Force damage and is pushed 1 square away from you. This movement does not provoke attacks of opportunity.

Special: You can spend a Force Point when you activate this power to affect all enemies adjacent to you, in which case compare your Use the Force check result to each target's Fortitude Defense.

FORCE TALENTS

Whenever a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the Saga Edition core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 57 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that Force tradition's talent tree.

ALTER TALENT TREE

The following new talent expands the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Move Massive Object: When you successfully use the *move object* power to move an object of Large size or bigger, you can make an area attack with the object instead of throwing it at or dropping it on a single target, as normal for the power. You must spend a Force Point when you activate the power to do this, and the area you target is based on the size of the object: Large, 2×2; Huge, 3×3; Gargantuan, 4×4; Colossal and larger, 6×6.

When you use *move object* to make an area attack with the object you are moving, you compare your Use the Force check to the Reflex Defense of each creature, droid, and vehicle in the target area. If your check equals or exceeds the target's Reflex Defense, it takes damage from the object (as determined by the *move object* power). Otherwise, the target takes half damage. This is an area effect.

Prerequisites: Telekinetic Power, *move object*

MOVE OBJECT REALITY CHECK

When you use the *move object* power to hurl an object at one or more targets, it doesn't cease to take up space on impact. For particularly large objects, you as the Gamemaster have several options. First, you can describe the object as breaking up on impact, crumbling into several smaller objects and (at your discretion) creating difficult terrain without displacing anyone in the affected spaces. For objects that are less likely to break up on impact, you can rule that the object now occupies a certain amount of space, and any creature occupying a space taken up by the object automatically moves to the nearest unoccupied space adjacent to the object (without provoking attacks of opportunity).

CONTROL TALENT TREE

The following new talent expands the Control talent tree (see page 101 of the Saga Edition core rulebook).

Telekinetic Stability: Whenever an attack or effect would normally move you against your will (such as being targeted by a Bantha Rush, or being moved by *Force thrust* or *stagger* power), you can spend a Force Point to negate that movement.

DARK SIDE TALENT TREE

The following new talent expands the Dark Side talent tree (see page 101 of the Saga Edition core rulebook).

Dark Preservation: Whenever an effect would normally move you down the condition track, you may spend a Force Point and increase your Dark Side Score by 1 to negate that movement down the condition track.

Prerequisite: Power of the Dark Side.

FORCE TECHNIQUES

Force techniques represent a deeper understanding of the Force and require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes, such as Force adept, Imperial Knight, Jedi Knight, and Sith apprentice.

When you gain access to a new Force technique, you can select it from those on pages 102–103 of the Saga Edition core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

DETOXIFY POISON

You can use the *vital transfer* power to treat a poison affecting the target. Instead of the normal effect of the *vital transfer* power, you can compare the result of your Use the Force check to the poison's DC (see page 255 of the Saga Edition core rulebook). If you equal or exceed the poison's DC, you detoxify the poison as per the use of the Treat Injury skill.

IMPROVED BALLISTAKINESIS

When you use *ballistakinesis*, you may spend a Force Point to target a 3×3 area instead of a 2×2 area.

IMPROVED DARK TRANSFER

When you use *dark transfer*, you may spend a Force Point to revive a creature that died since the end of your last turn. You must succeed on a DC 25 Use the Force check. If the check succeeds, the target creature is unconscious instead of dead and does not heal any hit points from the use of *dark transfer*.

IMPROVED DETONATE

When you use the *detonate* power, you also damage enemies near the targeted object. Compare the result of your Use the Force check to the Reflex Defense of all enemies within 2 squares of the object. If your check equals or exceeds the enemy's Reflex Defense, the enemy takes slashing damage equal to one-half the damage sustained by the object. This is an area attack.

IMPROVED ENLIGHTEN

When you use the *enlighten* power, you may spend a Force Point to affect one additional ally.

IMPROVED LIGHTNING BURST

When you use the *lightning burst* power, also compare the result of your Use the Force check to each target's Fortitude Defense. If your check result equals or exceeds both a target's Reflex Defense and its Fortitude Defense, you push the target 1 square away from you and knock the target prone. This movement does not provoke attacks of opportunity.

IMPROVED OBSCURE

When you use the *obscure* power, you may spend a Force Point to gain a +5 Force bonus on your Use the Force check.

IMPROVED FORCE SHIELD

When you use the *Force shield* power, you can spend a Force Point to expand the radius of the *Force shield* so that it protects you and all allies adjacent to you. Alternatively, you can spend a Destiny Point to have the *Force shield* protect a vehicle you occupy, regardless of the vehicle's size. If the vehicle already has a Shield Rating, the SR of the vehicle and the SR granted by this power do not stack.

IMPROVED STAGGER

When you use the *stagger* power, you may spend a Force Point to push your target 2 squares away from you, instead of just 1 square.

DEATH STICKS

Death sticks are a kind of narcotic found throughout the galaxy, typically trafficked by unscrupulous crime lords and used to obtain leverage against those who become addicted to the drug. Death sticks come in a variety of forms, including a liquid form that can be consumed in a drink, and produce a temporary euphoric effect. Unfortunately, the side effects are devastating, as each use ravages the user's immune system and measurably shortens the user's lifespan. Death sticks are also highly addictive, as the length of the euphoric reaction shrinks with each use, requiring the most heavily addicted users to consume several times the normal amount just to get a sustained reaction from the death sticks. Death sticks are illegal on many worlds for precisely this reason, as some populations (including the Balosars) have been seriously impacted by death stick use among youths. Recovering from deathstick addiction is difficult and usually requires medical assistance.

However, Death Sticks also have a second purpose, at least for Cade Skywalker and others like him. As a former Jedi Padawan, Cade's connection to the Force is strong, and, as a result, he is more able to sense the drug's effects on Force sensitivity. As Cade discovers after obtaining death sticks from the pirate Rav, deathstick use dulls one's connection to the Force, at least for a short while. Cade uses death sticks to prevent the Force spirits of his ancestors from visiting him as frequently. A Force-user that partakes in death sticks can shut himself off from the emotions of those around him and eliminate visions of the future, past, and present, which (for those who have experienced great tragedies, like Cade Skywalker) can be preferable despite the physical toll of death stick use.

Death Stick Rules: Consuming a death stick grants the user a +1 morale bonus on all attack rolls and a +1 morale bonus to defenses for the duration of the death stick's euphoria. During that time, the user takes a -10 penalty on all Use the Force checks and cannot spend Force Points. Death stick euphoria initially lasts for 1 hour, but each subsequent use reduces the length of the euphoria by 5 minutes. At the end of the euphoria's duration, the death stick makes an attack roll at a +10 bonus (increase by +1 for each subsequent death stick use) against the Fortitude Defense of the user; if the attack hits, the target becomes addicted to the death sticks.

A character addicted to death sticks moves -1 persistent step down the condition track each day he does not use death sticks, and the persistent condition can only be removed by the use of a death stick. If a character can go for one week without death stick use, his or her addiction can be broken by another character who succeeds on a DC 25 Treat Injury check. This skill check can be attempted once per day, and others can aid the check using the aid another action.

OTHER FORCE-USING TRADITIONS

Although the Sith, the Imperial Knights, and the shattered fragments of the Jedi Order take center stage in the Legacy era, there is still plenty of room for other Force-using traditions. Force-using traditions on the fringe of society are largely ignored by the powers that be, and thus have plenty of opportunities to thrive and expand their influence.

The following two Force-using traditions are suitable for use in a campaign set during the Legacy era. Although these traditions are predominantly unaligned, one tradition—the Disciples of Twilight—is more appropriate for player characters than the other—the Ember of Vahl. Players may choose to play characters who are members of the Ember of Vahl at their Gamemaster's discretion.

THE DISCIPLES OF TWILIGHT

The Disciples of Twilight have little influence beyond Dyspeth, a habitable moon that perpetually falls in the shadow of a remote and unremarkable Outer Rim planet.

Dyspeth's original colonists were Humans who sought to break away from the Old Republic just over nine hundred years prior to the Battle of Yavin. The colonists, quickly forgotten, were rediscovered by a Republic survey team after five hundred years of peaceful settlement. Though wary of the Republic's motives, the people of Dyspeth reentered the galactic community, albeit as quiet merchants and traders.

The Disciples of Twilight formed shortly after Dyspeth was originally colonized. The founder, known only as Twilight, is rumored to have been a former Jedi who left the Jedi Order in search of a new beginning. Using her Force abilities, Twilight sought to unite other Force-sensitive colonists in an effort to adapt to the darkness of their new home. Since then, the Disciples of Twilight have become defenders of Dyspeth's people, even though they hold no military or political power on the shadowy moon.

The Disciples of Twilight concern themselves primarily with using the Force to manipulate light. When members of the Disciples of Twilight move out into the galaxy at large, they find themselves capable of much more, since most worlds are brightly lit compared to their own. The Disciples of Twilight have learned to bend light using the Force, a technique that has also been displayed by other Force adept sects such as the Fallanassi. They share similar powers but also possess new abilities unseen elsewhere in the galaxy.

Since Dyspeth's discovery by the Republic, the Disciples have filtered out into the neighboring systems. Their motives are unclear, but they seem concerned with protecting the weak from the depredations of the strong. While their actions have yet to defy the Sith-controlled Empire, there have been rumblings within the organization that they are about to choose a side.



Membership: The membership of the Disciples of Twilight consists largely of natives of Dyspeth. Despite this, the movement has gained several new members since the moon's discovery by the Republic, and anyone with Force sensitivity and a taste for shadowy justice is welcome to join.

DISCIPLE OF TWILIGHT TALENT TREE

The Disciples of Twilight embody shadow, using the Force to manipulate light and darkness.

Cloak of Shadow: You can spend a Force Point as a swift action to bend light around you, veiling yourself in shadows. Until the end of the encounter, whenever you move and end your movement at least 3 squares away from your starting position, you gain concealment from all targets until the beginning of your next turn.

Phantasm: Whenever you successfully use a Force power with the *[mind-affecting]* descriptor against a target, any time before the end of the encounter you can spend a Force Point as a swift action to create illusory phantoms around that target. When you do this, you and all of your allies within the target's line of sight have concealment from the target until the end of your next turn.

Revelation: As a standard action, you can make a Use the Force check against the Will Defense of an enemy that has concealment from you or any of your allies. If successful, the enemy is silhouetted by a faint shimmering light that belies his location. Your target loses any concealment bonuses to Reflex Defense until the end of your next turn.

Shadow Armor: You use the Force to bend light around yourself, wrapping you in shadows and making it difficult for enemies to tell where you end and the shadows begin. As a swift action, you grant yourself a +1 Force bonus to your Reflex Defense until the start of your next turn.

You may select this talent multiple times. Each time you select it, the Force bonus it provides increases by +1 (maximum +4).

Prerequisite: Cloak of Shadow.

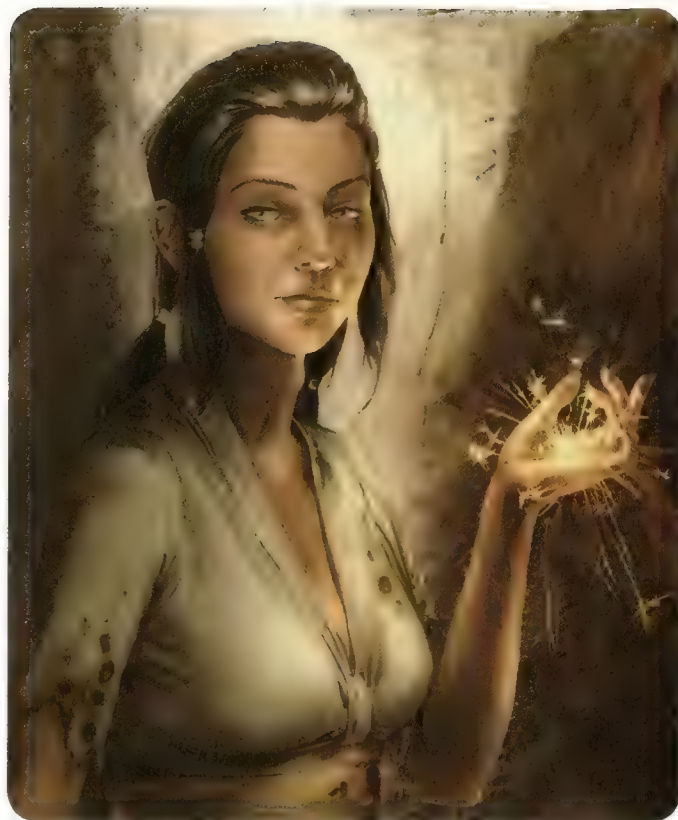
Shadow Vision: As a swift action, you gain low-light vision, allowing you to ignore concealment (but not total concealment) from darkness. This benefit lasts for 5 minutes or until the end of the encounter, whichever comes first.

THE EMBER OF VAHL

The Ember of Vahl is a cult that worships Vahl, a goddess of fiery destruction. The membership of the cult is primarily made up of the Vahla, a nomadic near-Human species that plies the galaxy in an endless search for their homeworld. The ancestors of the cult were decadent and twisted beings that lived only to serve their goddess. Because of their destructive tendencies and devotion to the dark side, they were decimated by the Jedi Knights several thousand years ago. In the millennia since, their descendents have eked out an existence as interstellar vagabonds.

Small-scale piracy and petty theft is used to fuel the limited economy of the Vahla. They are also known to abduct individuals for use as sacrifices to their goddess. Though individual Vahla often set out on their own, all members of the species are expected to heed the demands of a central coven that consists of six priests who have been "chosen" by Vahl. The priests consult with Vahl via *farseeing*, interpret omens, and make policy for their people. Being true disciples of their goddess, the six Chosen of Vahl scar themselves in a display of faith and devotion.

Vahl is an embodiment of the destructive nature of the dark side of the Force. It is thought that the original Vahl was a powerful Force adept who led her people to take control of their lost homeworld prior to being destroyed by the Jedi. She is often depicted as a mature female Vahla with smoldering black eyes and flowing ash-white hair.



Because of their species' defeat in ages long past, the Vahla remain embittered and hateful of the Jedi Order. During the Dark Times, a number of Vahla helped the Empire hunt down Jedi Knights. In the Legacy era, this tradition continues, with Vahla plying the galaxy as independent bounty hunters.

Membership: Not surprisingly, most members of the Ember of Vahl are of the Vahla species (see sidebar). On the rare occasion that they accept non-Vahla into their ranks, the individual must possess the Force Sensitivity feat and must demonstrate his faith through a number of dangerous and fiery trials. Despite the fact that all Vahla are born Force sensitive, not all of them become members of the cult.

EMBER OF VAHL TALENT TREE

Members of Vahl's cult look to their goddess for inspiration. Over the years, they have developed talents that slant toward the destructive.

Initiate of Vahl: Having been formally initiated into Vahl's priesthood, you are resistant to the effects of fire and extreme heat. You take half damage from attacks that deal fire damage, or no damage on a miss (if the fire damage is part of an area attack).

Reading the Flame: You can enter a trance by staring into a flame of any size, gaining insight into the workings of the galaxy by meditating on the flame's movement. Whenever you use the *farseeing* power or the Search Your Feelings application of the Use the Force skill, you can reroll your Use the Force check, keeping the better result.

Prerequisite: Initiate of Vahl.

Sword of Vahl: Your devotion to Vahla allows you to eschew advanced weapons in favor of simple implements of war. You gain a +1 Force bonus on attack rolls made with simple weapons.

Prerequisite: Initiate of Vahl.

Vahl's Brand: Any additional damage you deal with an empowered weapon (see the Empower Weapon talent, page 214 of the Saga Edition core rulebook) is considered to be fire damage.

Prerequisite: Empower Weapon.

Vahl's Flame: As a swift action, you can use the Force to call forth the sparks of your goddess, wreathing your weapon in flames. Until the beginning of your next turn, any successful attack you make with a melee weapon deals an additional 1d6 points of fire damage.

Prerequisite: Initiate of Vahl.

NEW SPECIES: VAHLA

The Vahla are a tall near-Human species with slight builds. Males average 2 meters tall, with females being somewhat shorter. Their skin color ranges from dusky brown to dark gray, while their eyes are typically pale shades of blue, gray, or lavender. Hair color runs the gamut from black and gray to white, or some combination of the three. Rare Vahla who are born with red hair are considered blessed by their goddess. Physiologically, Vahla are similar to baseline Humans with a number of slight differences. The largest variation is that their skeletons primarily consist of thick cartilage, as opposed to bone, which gives them greater flexibility compared to Humans and other near-Humans.

VAHLA SPECIES TRAITS

All Vahla share the following traits:

Ability Modifiers: +2 Intelligence, -2 Constitution. The Vahla are naturally bright and shrewd, but they are physically frail.

Medium Size: As Medium creatures, Vahla have no special bonuses or penalties due to their size.

Speed: 6 squares.

Dark Side Stigma: Whether they know it or not, each member of the Vahla species is forever bound to the dark side of the Force. Vahla must spend 2 Force Points to reduce their Dark Side Score by 1.

Force Sensitivity: All Vahla gain Force Sensitivity as a bonus feat.

Cartilaginous Skeleton: Vahla skeletons are primarily made of cartilage instead of bone. A Vahla can reroll any Acrobatics check, but the result of the reroll must be accepted even if it is worse.

Languages: Basic and Vahla.

"YOU CANNOT DENY YOUR POWER IN THE FORCE; IT IS THERE WHETHER YOU WILL IT OR NOT. YOU MUST LEARN THE DISCIPLINE TO MASTER IT."

-DARTH VADER

CHAPTER V EQUIPMENT AND DROIDS





Technology comes and goes, but some things never change. Blasters are still the weapon of choice in the Legacy era, and most of the major weapons manufacturers are still producing new models to keep up with their competitors. Most technology changes at about the same relative rate, however, and such the statistics for various weapons, armor, and pieces of equipment remain unchanged in a Legacy era campaign.

Technologically, the Legacy era represents a time when everything old is new again, and beings throughout the galaxy can be seen wearing armor or holding weapons that have been around since the Clone Wars, if not before. In game terms, this means that almost any weapon, suit of armor, or piece of equipment from previous eras fits in a Legacy campaign, and Gamemasters and players alike are encouraged to find interesting stories behind how such retro equipment found its way into the hands of Legacy heroes.

Of course, Imperial restrictions still make it difficult to get a hold of some items. The Galactic Empire under Darth Krayt has reverted to many of the draconian practices that were common under Palpatine, and items of Military availability are considered Illegal in the hands of anyone not either directly associated with the Empire or awarded special dispensation from the Imperial bureaucracy. As in the days of the Galactic Civil War, the Empire tightly controls who obtains weapons that can be used against the Imperial forces, meaning that weapons smugglers can have lucrative careers supplying the means to fight tyranny and oppression.

BIOTECH

The term "biotech" is a new phrase used to describe the biological technology introduced by the Yuuzhan Vong. The term biotech can be applied to devices, weapons, armor, and even vehicles, and it acts as a descriptor that indicates certain new rules mechanics. A biotech object is defined as any object of distinct Yuuzhan Vong origin, such as amphistaffs, razor bugs, thud bugs, and Vondun crabshell armor; additionally, any object with the biotech template (see page 66), any vehicle with the living vehicle template (see page 69), and Yuuzhan Vong bio-implants (see page 67) are also always considered to be biotech devices.

Biotech devices have the following special rules associated with them:

- They require the Treat Injury skill (not the Mechanics skill) to repair.
- Knowledge checks concerning biotech use Knowledge (life sciences) instead of Knowledge (technology).
- They are more difficult to sense and grasp with the Force (see page 33).
- They may be modified using the Biotech Specialist feat (see page 34), but not the Tech Specialist feat (see page 21 of *Starships of the Galaxy*).

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
<i>Small</i>						
Shock whip	1,200	1d6	—	2.3 kg	Bludgeoning	Restricted
EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
<i>Tiny</i>						
Tehk'la blade	8,500	2d6	—	0.5 kg	Piercing and slashing	Rare
LIGHTSABERS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
<i>Large</i>						
Long-handle lightsaber	4,500	2d8	—	2 kg	Energy and slashing	Rare

MELEE WEAPONS

As in many other time periods, melee weapons are largely secondary to ranged weapons. However, some weapons, such as those listed in this section, are favored by iconic characters in the era, and are likewise suitable for use by heroes.

Long-Handle Lightsaber Lightsaber

A weapon favored by the Sith Lord Darth Nihil, the long-handle lightsaber caters to a particular fighting style. The weapon's handle grip is several times larger than the standard lightsaber, making it easier to swing the weapon around the body using arms, legs, shoulders, hips, and other joints as fulcrums upon which the lightsaber can be levered.

The fighting style used with a long-handled lightsaber takes advantage of the larger grip to allow the wielder to rotate the weapon around his body. When you wield the lightsaber two-handed, you can choose to forego doubling your Strength bonus to damage and instead increase the lightsaber's base damage to 2d10.

A long-handle lightsaber requires an energy cell to operate.

Shock Whip Advanced Melee Weapon

A nasty weapon deemed by many to be unnecessarily painful, the shock whip has been used by warriors throughout the galaxy for generations. Fast and cruel, the shock whip is the chosen weapon of the Mistryl Shadow Guards and is also used by the Sith Lord Darth Maleval. A shock whip consists of a metal grip from which extend long, thick wires woven together into a single strand. The metal grip houses a power cell that can send a surge of energy through the shock whip's cord, issuing an electric shock to the target.

A shock whip is a melee weapon with a reach of 2 squares. When you hit with the shock whip, the target takes normal damage from the weapon (as

listed on Table 5-1: Melee Weapons). Also on a hit, you can choose to make a grab attack (as a free action) against the target using the whip, provided the target is no more than one size category larger than you. Unlike a normal grab attack, you make a second attack roll at the normal attack bonus with the whip, and you do not take a -5 penalty on the attack roll. If this second attack roll hits, the target is grabbed. As a swift action once per turn, you can automatically deal 2d6 energy damage to a target grabbed by the shock whip (no additional attack roll required).

If you have the Trip feat, you can choose to use the shock whip to knock the target prone instead of making a grab attack.

While grabbing a target with the shock whip, you cannot use the weapon to make attacks against any other targets.

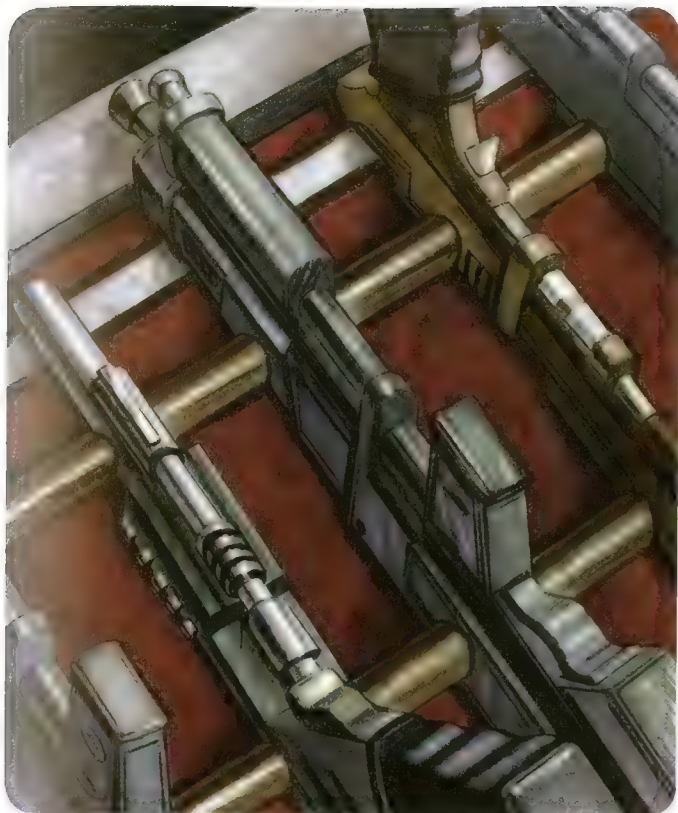
A shock whip requires an energy cell to operate.

Tehk'la Blade Exotic Weapon

The tehk'la blade is a handheld weapon in common use throughout Nagai society. Similar in design to vibrodaggers, tehk'la blades are fashioned individually for, and often by, the owner of the weapon. The leading edge of a tehk'la blade is serrated, and vibration inducers cause it to oscillate at several thousand cycles per minute, enhancing its cutting power.

The Nagai fighting style that employs tehk'la blades relies on wounding an enemy, whittling him down until his lack of effectiveness permits a killing blow. The blades are designed to tear and rend as they are withdrawn from stab wounds, making them particularly fearsome in the hands of a trained combatant. If the attack roll made by the wielder of a tehk'la blade equals or exceeds both the target's Reflex Defense and its Fortitude Defense, the target takes an additional 1d6 points of damage from bleeding at the start of its next turn.

A tehk'la blade requires an energy cell to operate.



RANGED WEAPONS

The galaxy is a dangerous place, even with the iron hand of the Empire restricting the sales of different kinds of weapons, and individuals still rely on ranged weapons for their own personal safety. In addition, Yuuzhan Vong weapons such as thud bugs and razor bugs have become increasingly common among fringers who disregard the ban on such weapons.

Blaster Carbine, Double-Barreled Rifle

A favorite weapon among those who live on the fringe of society, the double-barreled blaster carbine packs a powerful punch yet is small enough to conceal under loose clothing. Unlike a normal blaster carbine, the double-barreled carbine is incapable of making autofire attacks. However, the weapon can be switched to a "double shot" setting as a swift action. While in double shot mode, the weapon acts as an area effect weapon, targeting everything in a

2-square-by-2-square area. A target hit by the weapon takes full damage (half damage if it has the Evasion talent), or half damage if the attack misses (no damage if the target has the Evasion talent). Each double setting attack consumes 2 shots. The wielder cannot use any feat, talent, or other effect that consumes more than one shot in a round (including Double Attack and Rapid Shot) while using this weapon in double shot mode.

Like all blaster carbines, the double-barreled blaster carbine can be used to make attacks of opportunity, even without a folded stock.

A double-barreled blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

Cade Skywalker carries a custom double-barreled blaster carbine, modified for him by Bantha Rawk.

Blaster Carbine, Hunting Rifle

The hunting blaster carbine combines the reduced weight and portability of a carbine with the ability to take down a target quickly. A hunting blaster carbine is incapable of making autofire attacks, but on a critical hit, a hunting blaster carbine's damage dice change from d8s to d10s.

Hunting blaster carbines have a retractable stock. Like all blaster carbines, the hunting blaster carbine can be used to make attacks of opportunity even if its stock is not folded.

A hunting blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

The Wookiee bounty hunter Chak carries a hunting blaster carbine.

Blaster Carbine, Sporting Rifle

The sporting blaster carbine is designed to take the compact design of the blaster carbine and increase its accuracy, making it more competitive at long ranges. A sporting blaster carbine is not treated as an inaccurate weapon when wielded in two hands.

Like all blaster carbines, the sporting blaster carbine can be used to make attacks of opportunity, even without a folded stock.

A sporting blaster carbine requires a power pack to operate. After 100 shots, the power pack must be replaced.

The bounty hunter Jariah Syn uses a sporting blaster carbine on occasion.

TABLE 5-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Concealed dart launcher	1,900	—	Yes (3d8)	S	0.5 kg	Piercing	Illegal
PISTOLS							
COST							
DAMAGE							
STUN DMG							
RATE OF FIRE							
WEIGHT							
TYPE							
AVAILABILITY							
Tiny							
Blaster pistol, snap shot	250	3d6	—	S	1 kg	Energy	Illegal
Medium							
Blaster pistol, bluebolt ¹	850	3d8	Yes	S	1.6 kg	Energy	Military
RIFLES							
COST							
DAMAGE							
STUN DMG							
RATE OF FIRE							
WEIGHT							
TYPE							
AVAILABILITY							
Medium							
Blaster carbine, double-barreled ^{1 3}	1,200	3d8	Yes	S	1.9 kg	Energy	Restricted
Blaster carbine, hunting ¹	1,000	3d8	Yes	S	2.1 kg	Energy	Restricted
Blaster carbine, sporting ¹	1,000	3d8	Yes	S	2.6 kg	Energy	Restricted
Large							
Blaster rifle, heavy assault ¹	3,000	3d10	—	A	7 kg	Energy	Military
SIMPLE WEAPONS							
COST							
DAMAGE							
STUN DMG							
RATE OF FIRE							
WEIGHT							
TYPE							
AVAILABILITY							
Small							
Razor bug ²	800	2d8	—	S	0.5 kg	Slashing	Illegal, Rare
Thud bug	800	2d8	Yes	S	0.5 kg	Bludgeoning	Illegal, Rare

1 *Inaccurate Weapon:* This weapon cannot fire at targets at long range.

2 *Accurate Weapon:* This weapon takes no penalty when firing at targets at short range.

3 *Area Attack Weapon:* See Area Attack, page 155 of the Saga Edition core rulebook.

Blaster Pistol, Bluebolt

Pistol

Named for the blue chrome that adorns the body of the original models of this pistol, the bluebolt blaster pistol is much larger than a normal blaster pistol. However, the weapon is balanced with a heavy grip and a light barrel, making it easy to wield in one hand.

The bluebolt blaster pistol can stun targets as far away as 8 squares (instead of the usual 6-square range). However, the weapon consumes one additional shot with each stun attack.

A bluebolt blaster pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Deliah Blue uses a bluebolt blaster pistol.

Blaster Pistol, Snap Shot

Pistol

A favorite among intelligence agents, undercover law enforcement, and criminals in need of a well-concealed weapon, the snap shot blaster pistol is a variant of the hold-out blaster pistol often perceived as a last resort weapon. It carries a single round of ammunition in its power pack, and because of its compact design, a snap shot blaster pistol grants a +5 equipment bonus on Stealth checks made to conceal the weapon.

A snap shot blaster pistol requires a power pack to operate. After one shot, the power pack must be replaced.

Morrigan Corde uses a snap shot blaster pistol in emergencies.

Blaster Rifle, Heavy Assault

Rifle

A large rifle designed to give a single person enough firepower to take out a whole squad of enemies, the heavy assault blaster rifle is restricted to military use under Imperial law. When a heavy assault blaster rifle scores a critical hit, its damage dice change from d10s to d12s.

A heavy assault blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Morrigan Corde carries a heavy assault blaster rifle on difficult missions, such as when she breaks into the Sith Temple on Coruscant to rescue Cade Skywalker.

Concealed Dart Launcher

Exotic Weapon

Worn on the wrist and usually concealed by clothing, this weapon fires toxic darts. A dart can be filled with contact poisons, but by default it contains a potent sedative that effectively deals stun damage to the target. Unlike weapons set to stun, a concealed dart launcher can deal stun damage to targets farther than 6 squares away. A concealed dart launcher is treated as a pistol for purposes of determining range.

Because of its compact design, a concealed dart launcher grants a +5 equipment bonus on Stealth checks to conceal the weapon.

A concealed dart launcher requires a bundle of darts to operate. After 6 shots, the bundle must be replaced.

Deliah Blue often uses a concealed dart launcher to bring down her targets quickly and without causing lethal damage.

Razor Bug

Simple Weapon

Razor bugs are small, disc-shaped insects engineered by the Yuuzhan Vong to serve as ranged weapons. Though they are thrown by hand, razor bugs are shaped in such a way that they fly with great speed, distance, and accuracy, making them an effective replacement for longer-ranged weapons. A thrown razor bug is treated as a simple weapon, not a thrown weapon, for purposes of determining range.

Thud Bug

Simple Weapon

Like razor bugs, thud bugs are insects engineered by the Yuuzhan Vong to serve as ranged weapons. A thrown thud bug is treated as a simple weapon, not a thrown weapon, for purposes of determining range. Additionally, the wielder can choose to deal stun damage instead of normal damage against a target at point-blank or short range.

EQUIPMENT

The following new pieces of equipment are suitable for use by heroes in a Legacy era campaign.

Biotech Tool Kit

You need a biotech tool kit to modify Yuuzhan Vong biotechnology, install a bio-implant, or otherwise alter biological devices and vehicles. A standard biotech tool kit consists of a variety of implements and tools that look more at home in a medical kit than in a tool kit, and unlike a normal tool kit, items in a biotech tool kit cannot double as improvised weapons.

Comlink, Hands-Free

The hands-free comlink is a convenient device often used by beings working under conditions where both hands are needed to perform a task. This comlink consists of several linked sound-absorbing pads, placed on the face of the user and connected to an earpiece. When the wearer speaks, the sound-absorbing pads transmit the speech; additionally, the comlink can be



adjusted to pick up only the faintest of whispers, allowing the wearer to use the comlink to communicate quietly when stealth is important. Morrigan Corde frequently uses a hands-free comlink.

A hands-free comlink functions as a short-range comlink, but does not have video or holo capability.

Spy Bug

This Diminutive, bioengineered insect records sights and sounds within 20 squares of it. It can be placed in a hidden area and remains there until retrieved. When the spy bug is retrieved, the data that it has absorbed through its senses for the past 24 hours can be extracted. (The Yuuzhan Vong use living devices to retrieve the data, but a DC 25 Mechanics check can transmit the data via electronic connectors or comlink.)

A spy bug functions as a holorecorder unit (see page 136 of the Saga Edition core rulebook). A spy bug registers as a life form on sensors, not as an electronic device.

TABLE 5-3: EQUIPMENT

COMMUNICATION DEVICES	COST	WEIGHT
Comlink, hands-free	150	0.1
DETECTION AND SURVEILLANCE DEVICES	COST	WEIGHT
Spy bug	1,300	0.5
TOOLS	COST	WEIGHT
Biotech tool kit	450	1
BIO-IMPLANTS	COST	WEIGHT
Body spikes	1,400	—
Cosmetic enhancements	200	—
Enhanced vision	1,900	—
Natural armor	7,000	—
Natural weapon	4,000	—
Poison filter	2,500	—
Replacement body part	2,000	—

YUUZHAN VONG BIOTECH

Most biotech devices created by the Yuuzhan Vong serve the same purposes as their mechanical or electronic counterparts. You can create new biotech devices by applying the following template to standard technological devices, armor, and weapons. Once the template is applied, the new biotech device may be used with the biotech feats and talents. Note that certain weapons and devices have no biotech equivalent, including most explosives, exotic weapons, and lightsabers.

To turn a standard technological device into a biotech device, apply the following modifications:

Cost: A biotech device costs four times as much as its technological equivalent. (For example, a biotech breath mask costs 800 credits, whereas a normal breath mask costs 200 credits.)

Availability: Biotech devices are considered Rare across most of the galaxy. Biotech weapons are normally Illegal in the Legacy era.

Armor: Armor with the biotech template has its weight reduced by one-half. This does not change the armor's type (medium armor remains medium armor, heavy armor remains heavy armor). Repairing a suit of "living armor" requires the Treat Injury skill (see page 32).

Equipment: Most equipment requires no special modifications. However, some biotech devices may rely on natural power supplies or require specialized training to use successfully. Such devices may be used without penalty by the Yuuzhan Vong and others with biotech-related feats and talents. Those without such knowledge must apply a -5 penalty to any skill checks or attacks made when using unfamiliar biotech devices.

Weapons: A biotech weapon derived from a weapon that deals energy damage deals bludgeoning, piercing, or slashing damage instead; the type of damage is selected when the template is applied.

**"I HAD NEVER
SEEN A SHIP LIKE
THE ONE THAT
ENGULFED ME,
OR WARRIORS LIKE
THE ONES I FACED,
OR WEAPONS LIKE
THE ONES THAT
DOWNED ME."**

-DARTH KRAYT

BIO-IMPLANTS

Their invasion of the galaxy thwarted, the Yuuzhan Vong withdrew to Zonama Sekot. A small few elected to remain behind, carving out lives for themselves on remote, undeveloped worlds or integrating into galactic society. A small number of Yuuzhan Vong shapers took this latter path and began using their advanced knowledge of bioengineering to make biological alterations to other sentient beings. These modifications were illegal, not to mention unpredictable and dangerous. Still, Yuuzhan Vong biological modification became an intriguing alternative to cybernetic enhancement, which had for years allowed criminals to gain a technological edge over their competitors.

Obtaining a Yuuzhan Vong bio-implant is risky business, for all of the implants and modifications listed here are illegal. Most of the rogue shapers that offer bio-modification do so from the darker corners of the galaxy, far from the probing eyes of the Galactic Empire. Moreover, they are rarely interested in Imperial credits, instead seeking payment in the form of favors, services, or bartered goods. The costs for these bio-implants are listed on Table 5-3: Equipment and represent the credit value of the modification; Gamemasters are encouraged to require that any heroes seeking Yuuzhan Vong bio-implants perform some task for the shaper, or provide rare or illegal goods of the same value in trade. While the GM is free to allow the character to simply purchase one of these enhancements, they lose some of their uniqueness and mystery if the hero simply hands over a credit stick and receives the enhancement.

For example, one of the player characters might be looking to obtain the enhanced vision bio-implant, valued at 1,900 credits. Instead of just allowing the hero to pay for the enhancement, the Gamemaster decides to stage a short side adventure in which the heroes must deliver a message to a secret Yuuzhan Vong enclave on Felucia. Since the credit reward for that adventure is the same as the cost of the enhancement, the Gamemaster determines that the heroes receive no credit reward, but the hero in question obtains his bio-implant as reward for delivering the message. Of course, when the Empire hears that someone who has sought illegal Yuuzhan Vong enhancements will be traveling to Felucia, things could get dangerous. . . .

Yuuzhan Vong bio-implants are like cybernetics in many respects, especially in regards to game mechanics. Implanting a Yuuzhan Vong bio-implant requires the Biotech Surgery feat (see page 34). Once installed, the biotech enhancement functions as described under the individual entry. Any character trained in Treat Injury can remove a bio-implant by performing surgery; this requires a DC 20 Treat Injury check at the end of the procedure, using the normal rules for performing surgery (see page 74 of the Saga Edition core rulebook).

Sometimes the shaping of the new bio-implant has flaws, or the recipient's body rejects the implant for some reason. When a bio-implant is first installed, make an attack roll (1d20+5) against the target's Fortitude Defense, with a cumulative +2 bonus on the attack roll for each implant the recipient

already has. If the attack is successful, the recipient's body rejects the implant and the recipient moves -1 persistent step down the condition track. The bio-implant is also destroyed. This persistent condition can only be removed with 8 hours of uninterrupted rest; furthermore, any future attempt to install the same kind of bio-implant gains a +10 bonus to its attack roll.

Because the Yuuzhan Vong have been cut off from the Force, much of their biotechnology hinders a being's connection to the Force. Creatures with Yuuzhan Vong bio-implants take a -1 penalty on Use the Force checks for each bio-implant (to a maximum penalty of -5).

BIO-IMPLANTS AND THE LAW

Since Yuuzhan Vong bio-implants are illegal, anyone walking around with a bio-implant on display is likely to get into legal trouble, especially on Imperial planets where the laws are strictly upheld. A character can attempt to hide a bio-implant using the Deception skill (as though creating a deceptive appearance, as discussed on page 65 of the Saga Edition core rulebook). Poison filters and replacements for internal organs require no Deception check to hide, as they are not plainly visible. Hiding most cosmetic enhancements and the enhanced vision implant is considered a simple deception; replacement body parts are usually moderate deceptions; body spikes, natural armor, and natural weapons are usually difficult deceptions.

A character using sensors capable of detecting the physical health of a target (such as a medisensor, described on page 36 of *Threats of the Galaxy*) can detect the presence of bio-implants, including internal implants. A character with a sensor pack (see page 136 of the Saga Edition core rulebook) gains a +5 circumstance bonus on Perception checks to see through the deception of hiding bio-implants.

The penalty for having an illegal bio-implant is severe. Under Imperial law, the offense warrants immediate arrest. The fine for having illegal bio-implants is usually 5,000 credits × the number of implants possessed. Additionally, the offender must serve a minimum of 2 years in an Imperial corrections facility, where prison surgeons remove the bio-implants.

Some individuals have special Imperial decrees that allow them to possess Yuuzhan Vong implants legally. All Sith are covered under these decrees, and Imperial bureaucrats can usually obtain this exception as a part of their badge of office (though few do, since it is often seen as a defilement of the body). Individuals might be able to bribe Imperial officials to overlook bio-implants, and possibly even to obtain an Imperial decree, though this latter option is usually expensive and requires some severe cajoling or the completion of some difficult task.

Cosmetic Enhancements

More common and less risky than other Yuuzhan Vong bio-implants, cosmetic enhancements include tattoos, reshaping of bone structure, alterations to skin or hair color, superficial scarring, the addition of bony protrusions, and so forth. These cosmetic changes do not require an attack roll against the recipient's Fortitude Defense and ignore the normal rules for penalties on Use the Force checks. Cosmetic enhancements do not alter the statistics of their recipients in any way.

Body Spikes

Body spikes are hard, bony protrusions that grow in a roughly conical or crescent shape out of the bones of the implant recipient. Body spikes automatically deal 1d4 piercing and slashing damage to any opponent that grapples or is grappled by the recipient; this damage occurs at the end of the recipient's turn as long as the grapple is maintained.

Enhanced Vision

The enhanced vision implant replaces one or both of the recipient's eyes with specially grown creatures that have exceptional sensory perception. A creature with the enhanced vision implant gains the darkvision special quality (see page 257 of the *Saga Edition* core rulebook).

Natural Armor

The natural armor implant consists of a thick layer of chitin that grows out of the recipient's skin, protecting the recipient from attacks. This implant increases the creature's natural armor bonus by +1. If a creature does not have a natural armor bonus, it gains a +1 natural armor bonus. A natural armor bonus stacks with an armor bonus.

Natural Weapon

This implant gives the recipient some kind of natural weapon, whether in the form of bone spurs on the knuckles, claws from the fingertips, or some other kind of extension of the recipient's bone structure. When a creature with this implant makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage, piercing damage, or bludgeoning damage with that attack instead of normal unarmed damage. A creature with this implant is always considered armed with its natural weapons.

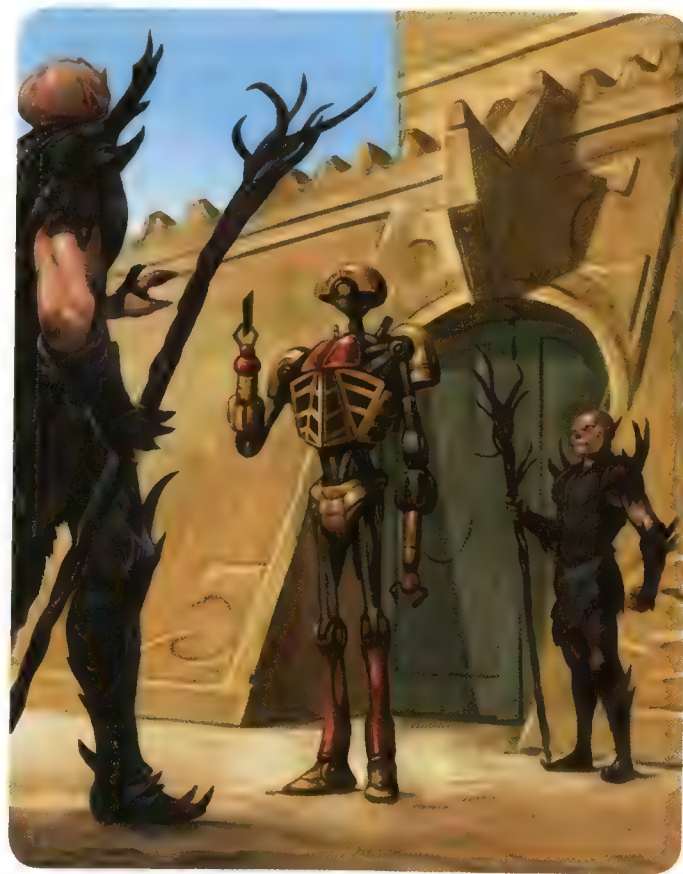
Poison Filter

A small creature is placed in, on, or around the heart. It absorbs and separates toxins that make their way into the blood stream, rendering them inert. A creature with a poison filter gains a +5 equipment bonus to Fortitude Defense against poisons.

Replacement Body Parts

Biological replacement limbs and organs are often more desirable than mechanical replacements (cybernetic prostheses), since they require little maintenance and can be fashioned to look natural. Yuuzhan Vong shapers have wildly varying tastes, but few could care less about whether a replacement limb matches the recipient's other limbs.

Once a replacement limb or organ is attached, it performs just as well as the original limb or organ.



TWO YUUZHAN VONG DEAL WITH AN FEQ-SERIES PILOT DROID.

LIVING VEHICLE TEMPLATE

Used to represent everything from Yuuzhan Vong vehicles to the spacecraft of Zonama Sekot, the living vehicle template allows you to create statistics for biological analogues of existing ships. Though the template won't present the fine mechanical tuning of designing a vehicle from scratch, if you just need a basic living vehicle comparable in firepower to an X-wing starfighter, the living vehicle template should suffice.

Modifications

To create a living vehicle, make the following changes to an existing vehicle.

CL: The CL of a living vehicle is equal to its normal value + 2.

SR: Typically, the SR of a living ship does not represent traditional shields but some other form of damage absorption. Yuuzhan Vong vessels use dovin basals to help negate damage. A living ship's SR is not reduced by a single attack, even if it exceeds the ship's current SR. A starship with its weapons set to autofire, however, reduces the living ship's SR as normal if the autofire attack's damage exceeds the ship's SR.

Hit Points: Unlike a normal vehicle, Mechanics checks cannot be made to repair hit point damage to a living vehicle. The Treat Injury skill can be used to repair the vehicle's lost hit points.

Natural Healing: A living vessel regains a number of hit points per day on its own equal to one-half its Fortitude Defense. These hit points are only regained when the vehicle is unused for 8 hours.

Dovin Basals: Yuuzhan Vong living vehicles have dovin basals, small organisms that generate tiny black holes that can be used for special attacks. A dovin basal has the same range as a blaster weapon but cannot fire at targets at long range. A dovin basal does not deal normal hit point damage; instead, if the dovin basal's damage exceeds the target ship's SR, the ship's SR is reduced by 10 instead of by 5. Colossal and smaller ships have dovin basals that deal 7d10×2 damage, Colossal (frigate) ships have dovin basals that deal 5d10×5 damage, and Colossal (cruiser) and larger ships have dovin basals that deal 7d10×5 damage.

Tractor Beams: Yuuzhan Vong living vessels use their dovin basals as tractor beams. Other kinds of living ships have comparable alternatives to emulate a tractor beam's effects.

Weapons: Living vehicles have analogues for most weapons. Weapons that deal energy damage alone typically deal fire damage instead of normal energy damage. Other weapons, even ion weapons, have analogues on a living vehicle. They behave exactly as the weapon does on the base vehicle.

DROIDS

The following droids are common sights across the galaxy during the Legacy era.

FIRST-DEGREE DROIDS

First-degree droids are medical, analytical, or scientific droids.

PI-Series Medical Assistant Droid

A popular droid among medical researchers, the PI-Series medical assistant droid from Arakyd Industries provides surgeons and medics with all of the services of an aide without taking up as much space. This hovering droid has a simple, basic processor and is programmed to fulfill a variety of tasks related to medical treatment and surgery but cannot perform medical aid on its own. Since the PI-Series medical assistant droid isn't capable of making critical decisions, it is usually paired with a skilled living doctor or a 3Z3 medical droid (which is capable of higher logic functions).

The PI-Series medical assistant droid has an impressive memory buffer and can be outfitted with a vocabulator, allowing it to serve as a responding voice-activated archive of medical knowledge.

The Sith Lord Darth Maladi makes extensive use of PI-Series medical assistant droids. Since much of her work takes place in a laboratory, these droids assist the Sith without disturbing her, which is something that her living assistants could never do.

PI-Series medical assistant droids can't be played as droid heroes.

PI-Series Medical Assistant Droid

CL 0

Small droid (1st-degree) nonheroic 2

Init +3; **Senses** low-light vision; **Perception** +12

Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 11

hp 7; **Threshold** 9

Immune droid immunities

Speed fly 6 squares (hover)

Melee unarmed +1 (1d3-1)

Base Atk +2; **Grp** -1

Abilities Str 8, Dex 14, Con —, Int 15, Wis 13, Cha 8

Special Qualities droid traits

Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Perception, Treat Injury), Surgical Expertise

Skills Knowledge (life sciences) +13, Perception +12, Treat Injury +12

Systems hovering locomotion, basic processor, 3 claw appendages,

2 tool appendages, improved sensor package

Availability Licensed; **Cost** 3,500 credits

3Z3 Medical Droid

A cutting-edge replacement for the medical droids of the past, the 3Z3 medical droid from Industrial Automaton is often touted by its manufacturer as one of the most stable and reliable droid models.

The 3Z3 is considered an Imperial droid, since Imperial interests originally funded the droid's production. However, the 3Z3 model has been made available for sale to individuals throughout the galaxy. During production, Imperial bureaucrats demanded that Industrial Automaton install combat scenario programming into the droids, enabling them to replace living combat medics. In battlefield simulations, the 3Z3 combat medic droids perform extremely well, but in the private sector this programming produces somewhat quirky behavior. When put under intense pressure, the 3Z3 medical droid's combat scenario programming kicks in, causing the droid to behave in much the same way it would on the battlefield, rushing from patient to patient and putting patients through a "triage" routine that is unnecessary.

The Imperial Army makes extensive use of 3Z3 medical droids. One such droid, K2-3Z3, saw to the medical treatment of Sergeant Harkas of Joker Squad after a skirmish against Fel loyalists on Borosk.

3Z3 medical droids can be played as droid heroes.

3Z3 Medical Droid

CL 1

Medium droid (1st-degree) nonheroic 4

Init +3; **Senses** low-light vision; **Perception** +11

Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12

hp 10; **Threshold** 10

Immune droid immunities

Speed 6 squares

Melee unarmed +3 (1d3)

Base Atk +3; **Grp** +4

Abilities Str 10, Dex 12, Con —, Int 14, Wis 15, Cha 8

Special Qualities droid traits

Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences],

Treat Injury), Skill Training (Use Computer), Surgical Expertise

Skills Knowledge (life sciences) +14, Perception +11, Treat Injury +14,

Use Computer +9

Systems walking locomotion, heuristic processor, 2 hands,

improved sensor package, vocabulator

Possessions medical kit, 3 medpacs

Availability Licensed; **Cost** 5,000 credits

A BL-39 INTERROGATION DROID CORNERS A CODRU-JI JEDI.



BL-39 Interrogator Droid

A direct successor to the IT-O interrogator droid, the Aratech BL-39 interrogator droid is the result of a private company purchasing the schematics for the Imperial interrogation droid and adapting them to a civilian model. Following the decline of the Empire after the Galactic Civil War, Aratech paid large sums for access to a number of top secret Imperial technological designs, including droids, weapons, and vehicles. The BL-39 is the result of this deal, and the droid's design came about due to high demand from law enforcement agencies and local governments.

The BL-39 interrogator uses many components from modern medical droids, and part of the reason the droid is so effective is that it can extract information from the target with minimal pain or physical injury. Its method of painless, medicinal information extraction actually results in the droid being classified as a 1st-degree droid, where its predecessor (a highly specialized torture device) was a 2nd-degree droid. Likewise, the BL-39 can be

converted into a medical assistant droid with little reprogramming, taking advantage of the droid's existing medical knowledge.

Moff Nyna Calixte often employs BL-39 interrogator droids in her duties as the Director of Imperial Intelligence.

BL-39 interrogator droids can be played as droid heroes.

BL-39 Interrogator Droid

CL 1

Small droid (1st-degree) nonheroic 1/soundrel 1

Force 1

Init +2; Senses low-light vision; Perception +11

Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 14), Fort 9, Will 15

hp 6; Threshold 9

Immune droid immunities

Speed fly 6 squares (hover); maximum altitude of 2 squares

Ranged blaster pistol +1 (3d6)

Base Atk +0; Grp -4

Abilities Str 8, Dex 12, Con —, Int 14, Wis 17, Cha 15

Special Qualities droid traits

Talents Interrogator (see page 102 of *The Force Unleashed Campaign*

Guide; if this resource is unavailable, replace with the Knack talent)

Feats Skill Focus (Treat Injury), Skill Training (Persuasion, Use Computer),

Surgical Expertise, Weapon Proficiency (pistols)

Skills Knowledge (life sciences) +8, Perception +11, Persuasion +8 (can

substitute Treat Injury to change attitude or intimidate if adjacent to

target), Stealth +7, Treat Injury +14, Use Computer +8

Systems hovering locomotion, heuristic processor, 5 tool appendages, 1

claw appendage, improved sensor package, locked access, vocabulator

Possessions blaster pistol, audio recording unit, medical kit, video recording unit

Availability Restricted; Cost 13,000 credits

SECOND-DEGREE DROIDS

Second-degree droids include astromech droids and technical droids.

FEG-Series Pilot Droid

More sophisticated than most automated pilot droids, the FEG-Series droid from Cybot Galactica is renowned for its ability to devise creative piloting maneuvers. Cybot Galactica engineered the FEG-Series to be able to make snap decisions and mimic the creativity of living pilots. The impetus behind this design decision was that the FEG-Series was intended to serve as a copilot (or even a primary pilot) on ships hauling cargo through dangerous space corridors or guiding stealthy scout craft into hostile territory.

Though most space transport pilots scoff at the idea of a droid pilot being as good as a living pilot, the FEG-Series droid is exceptionally good at adapting to rapidly changing circumstances and, in some cases, has outflown living pilots during test runs. That said, a FEG-Series pilot droid can't talk its way past Imperial customs or negotiate docking fees with local spaceports as well as seasoned spacers.

Many owners of FEG-Series pilot droids use them as copilots and intentionally let them go for long periods of time without memory wipes so that they develop personalities. These owners claim that FEG-Series pilot droids with developed personalities are even more capable of creative piloting, and some pilots develop long-standing and amicable relationships with their FEG-Series droids, treating them more like partners than property. Unfortunately, many of the FEG-Series droids allowed to develop their own personalities have become aware of Cybot Galactica's marketing campaign surrounding their model, leading some to adopt a certain arrogance regarding their own piloting skills.

The pirate captain Rav used an FEG-Series pilot droid named FEG-13 ("Feejee 13") on raids.

FEG-Series pilot droids can be played as droid heroes.

FEG-Series Pilot Droid

CL 1

Medium droid (2nd-degree) soundrel 1

Force 1

Init +2; Senses Perception +6

Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 13), Fort 12, Will 13

hp 18; Threshold 12

Immune droid immunities

Speed 6 squares

Melee unarmed +1 (1d3+1)

Ranged blaster pistol +2 (3d6)

Base Atk +0; Grp +1

Atk Options Point Blank Shot

Special Actions Hyperdriven

Abilities Str 13, Dex 15, Con —, Int 14, Wis 12, Cha 10

Special Qualities droid traits

Talents Hyperdriven

Feats Point Blank Shot, Vehicular Combat, Weapon Proficiency

(pistols, simple weapons)

Skills Knowledge (galactic lore) +7, Knowledge (technology) +7,

Mechanics +7, Perception +6, Pilot +7, Use Computer +7

Systems walking locomotion, heuristic processor, 2 hand appendages,

1 tool appendage, locked access, vocabulator

Possessions blaster pistol, tool kit

Availability Licensed; Cost 4,100 credits

Holocam Droid

Barely worthy of the droid designation, the SoroSuub holocam droid is little more than a hovering recording device with a basic droid brain.

The holocam droid records data in three dimensions. It can receive instructions verbally, though it cannot interpret complex instructions without additional programming. Holocam droids are a common sight throughout the galaxy, and are used for both documentation and entertainment purposes. Many law enforcement agencies use holocam droids to record incidents involving their officers, including the Sector Rangers.

Holocam droids can't be played as droid heroes.

Holocam Droid

Tiny droid (2nd-degree) nonheroic 1

Init +2; **Senses** low-light vision; **Perception** +14

Languages Binary

Defenses Ref 14 (flat-footed 12), Fort 8, Will 12

hp 2; **Threshold** 8

Immune droid immunities

Speed fly 8 squares (hover)

Base Atk +0; **Grp** -8

Abilities Str 6, Dex 15, Con —, Int 10, Wis 14, Cha 6

Special Qualities droid traits

Feats Skill Focus (Perception, Stealth), Skill Training (Stealth, Use Computer)

Skills Perception +14, Stealth +22, Use Computer +5

Systems hovering locomotion, basic processor, improved sensor package, internal comlink

Possessions audio recording unit, holo recording unit, video recording unit

Availability Licensed; **Cost** 2,000 credits

CL 0



Roving Eye Observation Droid

The diminutive Roving Eye observation droid is, like the holocam droid, little more than a recording device attached to a repulsor system. However, unlike the holocam droid, the Roving Eye observation droid is designed to collect different kinds of data, compile it, strip out any inconsistencies or errors, and transmit a polished packet of data back to a secure location. A favorite of law enforcement agencies conducting advanced scouting or intelligence work, the Roving Eye is small enough to be able to get into tight spaces, take recordings, and then get out without ever being seen. Furthermore, Roving Eye observation droids can connect directly to computer networks, allowing them to analyze accessible data for the information they seek.

Many Roving Eye droids have been used in corporate espionage. With a little unscrupulous reprogramming, the droids can be used to splice into secure networks, security sensor and camera feeds, and the like, turning a target's own security precautions against it. Unlike the holocam droid, a Roving Eye cannot transmit live data with any speed, as most of the droid's processing power is taken up by the filtering and analysis of the various data sources it is monitoring.

"NO THREAT, NO
PURPOSE."

-DARTH TALON

Roving Eye observation droids compile all of the data they collect and then transmit it to their owner in a single quick data burst. Alternately, a Roving Eye observation droid can be programmed to store its data and wait for manual retrieval—a good option when the owner has reason to fear that the data transmission might be intercepted. On rare occasions, a Roving Eye observation droid can be used as purely a communications device, sending an encrypted message to a designated target, complete with any supplemental data that might accompany that message. Roving Eye observation droids can be instructed to transmit their data over normal communications channels, or to deliver the data physically to the target.

Darth Krayt uses several Roving Eye observation droids to closely monitor the training of his disciples, including the brief training received by Cade Skywalker on Coruscant.

Roving Eye observation droids can't be played as droid heroes.

Roving Eye Observation Droid

Diminutive droid (2nd-degree) nonheroic 1

Init +3; Senses darkvision; Perception +14

Languages Binary

Defenses Ref 17 (flat-footed 15), Fort 7, Will 12

hp 2; Threshold 7

Immune droid immunities

Speed fly 8 squares (hover)

Base Atk +0; Grp -13

Abilities Str 4, Dex 17, Con —, Int 10, Wis 14, Cha 6

Special Qualities droid traits

Feats Skill Focus (Perception, Use Computer), Skill Training (Stealth, Use Computer)

Skills Mechanics +2, Perception +14, Stealth +23, Use Computer +10

Systems hovering locomotion, heuristic processor, darkvision, diagnostics package, improved sensor package

Possessions audio recording unit, holo recording unit, video recording unit

Availability Licensed; Cost 3,200 credits

CL 0

FOURTH-DEGREE DROIDS

Fourth-degree droids are combat droids.

Z65 Patrol Droid

A successor to the popular 501-Z police droid, the SoroSuub Z65 patrol droid is considered by many companies and wealthy individuals to be a must-own in a galaxy where the dark side and the Empire dominates, and where the dregs of society prey upon weak or tempting targets. The Z65 patrol droid is designed to offer security and protection to those who can afford it.

Unlike its predecessor, the Z65 is cheap enough to be procured in numbers, allowing one to build an effective security force. Though this means a drastically simplified programming structure and a reduction in combat capabilities, the Z65 patrol droid typically affords the owner a cheaper (and sometimes more reliable) alternative to hiring a living security force. Additionally, the Z65 patrol droid comes standard with its weapons in place of hands, meaning that the buyer need not purchase additional weaponry for a cadre of patrol droids.

Many crime lords employ Z65 patrol droids for personal security.

Z65 patrol droids can't be played as droid heroes.

Z65 Patrol Droid

Medium droid (4th-degree) nonheroic 6/soldier 1

Force 1

Init +6; Senses low-light vision; Perception +12

Languages Basic, Binary

Defenses Ref 21 (flat-footed 18), Fort 15, Will 13

hp 21; Threshold 15

Immune droid immunities

Speed 6 squares

Ranged blaster rifle +8 (3d8, devastating attack) or

Ranged blaster rifle +3 (3d8, devastating attack) and blaster rifle +3 (3d8, devastating attack) or

Ranged blaster rifle +3 (3d8, devastating attack) with autofire or

Ranged blaster rifle +3 (5d8, devastating attack) with Burst Fire

Base Atk +5; Grp +8

Atk Options Burst Fire, Dual Weapon Mastery I, Devastating Attack (rifles)

Abilities Str 14, Dex 16, Con —, Int 10, Wis 14, Cha 12

Special Qualities droid traits

Talents Devastating Attack (rifles)

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon

Mastery I, Point Blank Shot, Weapon Proficiency (heavy weapons, rifles)

Skills Perception +12

Systems walking locomotion, basic processor, 2 tool mounts, improved sensor package, vocabulator

Possessions 2 blaster rifles, quadanium battle armor

Availability Restricted; Cost 6,400 credits

CL 3

TWO LV8-SERIES GUARD DROIDS FIGHT ALONGSIDE
A Z66 PATROL DROID.



LV8-Series Guard Droid

A low-cost droid designed to protect its owner and his or her property, the LV8-Series guard droid is a simple combat droid with impressive defensive capabilities. Following the Clone Wars, Baktoid Combat Automata was dismantled and absorbed into the Empire, but many of the engineers that worked for Baktoid fled and went into seclusion, taking their research with them. Following the rise of the Galactic Alliance, these exiles came together to form a new droid manufacturing consortium, which they labeled Baktoid Industrial Systems. Focused less on combat droids and more on creating cutting-edge industrial designs, Baktoid Industrial Systems reestablished the Baktoid brand as a leader in the field of droid engineering.

Unfortunately, many other droid manufacturers were not pleased with the return of Baktoid, and the newly reformed company endured several months of industrial espionage, sabotage, and direct threats from agents of their competitors. To protect their assets, Baktoid Industrial Systems engineered the LV8-Series guard droids and began placing them in key industrial locations to prevent sabotage. The droids were so effective and cheap to produce that Baktoid began mass manufacturing the droids.

Many docking bays use LV8-Series guard droids to protect their hangars from intruders.

LV8-Series guard droids can't be played as droid heroes.

LV8-Series Guard Droid

CL 4

Medium droid nonheroic 12

Init +15; Senses Perception +9

Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 12, Will 13

hp 30; Threshold 12

Immune droid immunities

Speed 6 squares

Ranged blaster rifle +14 (3d8) or

Ranged blaster rifle +12 (3d8) and
blaster rifle +12 (3d8) or

Ranged blaster rifle +9 (3d8) with autofire or

Ranged blaster rifle +9 (5d8) with Burst Fire or

Ranged blaster rifle +7 (5d8) and
blaster rifle +7 (5d8) with Burst Fire

Base Atk +9; Grp +11

Atk Options Burst Fire, Dual Weapon Mastery II

Abilities Str 14, Dex 18, Con —, Int 8, Wis 16, Cha 10

Special Qualities droid traits

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon
Mastery I, Dual Weapon Mastery II, Skill Training (Initiative),
Weapon Focus (rifles), Weapon Proficiency (rifles)

Skills Initiative +15

Systems walking locomotion, basic processor, 2 tool mounts, vocabulator

Possessions 2 blaster rifles, quadanium battle armor

Availability Restricted; Cost 9,400 credits

Aggressor-Series Battle Droid

Built on the home planet of the Farghul species, the Aggressor-Series battle droid is a cheap droid designed for mass production and distribution. To the surprise of many other droid manufacturers, Farrfin Droidworks has managed to produce large numbers of the Aggressor droids despite Imperial restrictions on the creation of combat models. Unlike most combat droids, the Aggressor-Series battle droid does not come standard with any ranged weapons. In fact, most of its programming is dedicated to melee combat, making it an unusual, unorthodox, and unexpected opponent. As a result of this change in combat programming philosophy, the Empire has allowed Farrfin Droidworks to mass-produce and sell the droids to other worlds, believing that the droids would be ineffective against the Empire's best marksmen.

In truth, the Farghul designed the Aggressor droids in response to the proliferation of lightsaber-wielding Sith in the galaxy. Though the droids' primitive combat programming keeps them from being much of a threat to the Sith, Farrfin Droidworks believes that the time will come when enough of its droids are spread across the galaxy to challenge the Sith, at which point an upgrade to the droids' programming will turn them into a significant and widespread threat. The droids' headpieces are modeled after Farghul war masks, though few in the Empire are so in tune with Farghul traditions to realize this bold statement in the droids' design.

Darth Krayt keeps several Aggressor-Series battle droids, using them as training droids for his Sith underlings, including the training of Cade Skywalker.

Aggressor-Series battle droids can be played as droid heroes.

Aggressor-Series Battle Droid

Medium droid (4th-degree) soldier 1

Force 1

Init +7; Senses Perception +6

Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 12

hp 30; Threshold 15

Immune droid immunities

Speed 6 squares

Melee dire vibroblade +4 (2d6+4, devastating attack)

Base Atk +1; Grp +3

Atk Options Devastating Attack (advanced melee weapons)

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 8

Special Qualities droid traits

Talents Devastating Attack (advanced melee weapons)

CL 1

Feats Armor Proficiency (light), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons*, pistols, rifles, simple weapons)

Skills Initiative +7, Knowledge (tactics) +5, Perception +6

Systems walking locomotion, heuristic processor, 2 hand appendages, vocabulator

Possessions dire vibroblade (see page 65 of the *Knights of the Old Republic Campaign Guide*), durasteel shell

Availability Restricted; Cost 3,800 credits

*Replaces the soldier's starting feat Armor Proficiency (medium).

IX-6 Heavy Combat Droid

Production of the IX-6 heavy combat droid begins well before the ascension of Darth Krayt to the position of Emperor, and indeed even before the advent of the Ossus Project. Verpine engineers, having endured the subjugation of the Empire in the past, craft the IX-6 heavy combat droid to deter incursions into the Roche asteroid belt. Though expensive to produce, the IX-6 heavy combat droid is programmed to put itself between invaders and the rest of the Verpine hive. When the Empire once again becomes a force to be reckoned with in the galaxy, the Verpine increase production of the IX-6 and not only spread them throughout their own hives but also sell the droids to other interested parties eager to protect themselves from Imperial aggression.

When the Galactic Alliance crumbles and the Darth Krayt takes his place upon the throne, Imperial officials order the Roche collective to immediately cease production of the IX-6 heavy combat droid and destroy all existing models. Rather than bowing to the Empire's wishes, the Verpine scatter their production facilities throughout the Roche asteroid belt, setting up secret factories deep in asteroids that appear abandoned from the surface. When Imperial Intelligence learns of this defiance, the Empire sends Star Destroyers to blast several heavily populated Verpine asteroids to dust. Despite this punishment, the Verpine continue to produce new IX-6 heavy combat droids and smuggle them out of their asteroid belt, delivering them to those who can afford them.

Darth Krayt keeps at least a few IX-6 heavy combat droids, using them as training droids for his Sith underlings.

IX-6 heavy combat droids can't be played as droid heroes.

IX-6 Heavy Combat Droid

Medium droid (4th-degree) soldier 5

Force 1

Init +10; Senses darkvision; Perception +9

Languages Binary, Viperine

Defenses Ref 23 (flat-footed 20), Fort 20, Will 16

hp 52; Threshold 20

Immune droid immunities

Speed 6 squares

Ranged blaster rifle +9 (3d8+2) or

Ranged blaster rifle +4 (3d8+2) with autofire or

Ranged blaster rifle +4 (5d8+2) with Burst Fire

Base Atk +5; Grp +7

Atk Options Burst Fire, Cover Fire, Point Blank Shot

CL 5

Special Actions Battle Analysis, Draw Fire

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 9

Special Qualities droid traits

Talents Battle Analysis, Cover Fire, Draw Fire

Feats Armor Proficiency (light, medium), Burst Fire, Improved Defenses, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Knowledge (tactics) +8, Perception +9

Systems walking locomotion, heuristic processor, 2 tool appendages, darkvision, improved sensor package, vocabulator

Possessions 2 blaster rifles, durasteel battle armor

Availability Restricted; Cost 13,500 credits

LON-29 Battle Droid Commander

The LON-29 battle droid from Balmorran Arms is one of the smallest battle droids that the company manufactures. Famous for its towering SD Series battle droids, Balmorran Arms crafted the LON-29 to serve as a battlefield commander, leading other battle droids into combat. The larger SD battle droids draw the bulk of enemy fire, allowing the LON-29 battle droid to focus its attention on battlefield analysis and response, directing its fellow droids at the weakest points in enemy defenses.

For a short while, Balmorran Arms marketed the droids as possible replacements to living officers in traditional armed forces. During the Sith-Imperial War, the Galactic Alliance experimented with using LON-29 droids to command small squads of special forces, with disastrous results. The troops resented serving under them, and the droids were far too willing to sacrifice the lives of those under their command. Following these debacles, Balmorran Arms began negotiating deals with other battle droid manufacturers to include LON-29 battle droids as part of shipments of more traditional droid troops. Under Darth Krayt, Imperial restrictions have kept these battle droids out of the hands of individual citizens, though many corporations that have both droid security forces and special arrangements with the Empire order these droids from Balmorran Arms on a regular basis.

Darth Krayt has a small contingent of LON-29 battle droids, which he uses as training droids for his Sith underlings.

LON-29 battle droids can't be played as droid heroes.



AN LON-29 BATTLEDROID COMMANDER, ATTENDED BY TWO IX-6 COMBAT DROIDS.

LON-29 Battle Droid Commander

Medium droid (4th-degree) nonheroic 6/soldier 2/officer 2
Force 1

Init +12; Senses low-light vision; Perception +13

Languages Basic, Binary, 2 unassigned

Defenses Ref 23 (flat-footed 21), Fort 17, Will 20

hp 35; Threshold 17

Immune droid immunities

Speed 6 squares

Melee unarmed +7 (1d3+2)

Ranged heavy blaster rifle +10 (3d10+2) or

Ranged heavy blaster rifle +5 (3d10+2) with autofire or

Ranged blaster pistol +9 (3d6+2)

Base Atk +7; Grp +9

Atk Options Coordinated Attack

Special Actions Battle Analysis, Deployment Tactics

Abilities Str 11, Dex 14, Con —, Int 16, Wis 13, Cha 14

Special Qualities command cover, droid traits, share talent
(Battle Analysis)

Talents Battle Analysis, Deployment Tactics

Feats Armor Proficiency (light, medium), Coordinated Attack, Improved
Defenses, Skill Focus (Knowledge [tactics]), Weapon Focus (rifles),
Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (tactics) +18, Perception +13,
Use Computer +13

Systems walking locomotion, heuristic processor, 2 hand appendages,
locked access, improved sensor package, vocabulator

Possessions blaster rifle, durasteel battle armor, blaster pistol

Availability Restricted; Cost 17,500 credits

CL 6

FIFTH-DEGREE DROIDS

Fifth-degree droids are typically utility and labor droids with low-level functions.

HV-7 Loading Droid

Produced by the reformed Baktoid Industrial Systems, the HV-7 loading droid is a small hovering automaton that uses repulsor technology to lift heavy loads, eliminating the need for the bulky loading droids prevalent in earlier eras.

The HV-7 loading droid is a popular model among free traders (and smugglers) thanks to its ability to fold up into a disc small enough to stack several droids tall in most space transport holds. As a result, the traders needn't rely on local spaceport loading droids (and can avoid the fees associated with renting heavy loaders), and can get cargo in and out of their holds with relative speed.

The HV-7 loading droid is one of the first droid models produced by Baktoid Industrial Systems that is designed to sell in large quantities, and helps to wipe away the ugly history surrounding the Baktoid brand.

HV-7 loading droids can be played as droid heroes.

HV-7 Loading Droid

CL 1

Small droid (5th-degree) nonheroic 3

Init +3; Senses Perception +2

Languages Basic (understand only), Binary

Defenses Ref 13 (flat-footed 11), Fort 12, Will 11

hp 7; Threshold 12

Immune droid immunities

Speed fly 8 squares (hover)

Melee claw +4 (1d3+2)

Base Atk +2; Grp -5

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 6

Special Qualities droid traits

Feats Skill Focus (Endurance), Skill Training (Mechanics, Use Computer),
2 unassigned

Skills Endurance +11, Mechanics +8, Use Computer +6

Systems hovering locomotion, basic processor, 2 claw appendages,
diagnostics package, repulsor-assisted lifting system (increases lifting
and carrying capacity to 3 × normal weight)

Availability Licensed; Cost 1,950 credits

"JUST GET ON IT,
DROID, BEFORE I
REARRANGE YOUR
INSIDES WITH MY
BLASTER. YOU AIN'T
NO TREASURED
PART OF MY PAST."

-JARIAH SYN

CHAPTER VI VEHICLES AND STARSHIPS





Following the Six Imperial War, regulations on vehicles and starships regress to the point of mirroring the draconian policies enacted during the days of Volantine's Galactic Empire. Space transports and starfighters outfitted with weapons comparable to military-grade ships become heavily regulated and, in many cases, illegal. However, this does not stop those on the fringe from modifying their ships and vehicles with no regard for regulations. Of course, these ship owners must take care to avoid Imperial entanglements, as the penalties for violation of Imperial weapons regulations are, in fact, severe.

The following vehicles and starships are among the most common available models during the time of Darth Krayt's Empire. These vehicles are usually available for sale through the normal channels (none of the vehicles listed in this chapter have availabilities of Military or Illegal), though many are restricted and require special licenses from the Empire. The space transports in this chapter are particularly well suited for use as player-owned starships and bases of operations.

This chapter is not a comprehensive collection of all non-aligned vehicles available in the galaxy during the Legacy era. Ships and vehicles from past eras can often be found still in use. Gamemasters and players who wish to bring older ships and vehicles forward in the timeline can use the refitted vehicle template (see page 101) to make an older vehicle suitable for use in a Legacy era campaign.

Vessels specific to the Galactic Alliance and the Empire are described in later chapters. Those vehicles are typically only available to members of those factions, though Gamemasters are free to include them in their adventures as they see fit.

SPEEDER BIKES

Speeder bikes are the preferred mode of transport for criminals, thrill-seekers, and paramilitary force scouts in the period following the Sith-Imperial War. Speeder bikes allow characters to get around quickly, but most do not offer much protection. Two popular models of speeder bikes are presented below, each manufactured by corporations that have survived since the days of the Galactic Civil War.

MODEL 67 SHRIEKER SPEEDER BIKE

A fast, slender model of speeder bike that resembles those used by scouts during the time of Palpatine's Empire, the Model 67 Shrieker from Ikas-Adno is lightweight and highly maneuverable. Favored by outlaws who prefer speed more than protection, the Model 67 Shrieker is named for the high-pitched whine the repulsor engines emit during operation. The Model 67 Shrieker is also one of the few speeder bikes with an elongated seat, allowing a single

passenger to ride behind the pilot. The Model 67 Shrieker employs a pair of forward directional steering vanes, allowing the bike to make hairpin turns at incredible speeds, and a variable-boost repulsorlift engine gives the bike the ability to fly at up to a height of 10 squares (15 meters) with no appreciable loss of speed or maneuverability. Furthermore, the Model 67 Shrieker uses an advanced repulsor field generation system that enables safe yet rapid changes in altitude.

The Model 67 Shrieker is a favorite among speeder bike racers throughout the galaxy, and thanks to its low price, it is commonly seen throughout the Outer Rim. Bantha Rawk and his brood own several Model 67 Shriekers, which they use to travel across their home on Ilego. Ikas-Adno used many common parts in the design of the Model 67 Shrieker, making it easy for mechanics and outlaw techs to repair and modify the vehicle.

Model 67 Shrieker Speeder Bike

CL 6

Large ground vehicle (speeder)

Init +12; Senses Perception +6

Defenses Ref 17 (flat-footed 10), Fort 14; +1 armor
hp 40; DR 5; Threshold 19

Speed fly 12 squares (max. velocity 800 km/h)

Fighting Space 2x2; Cover none

Base Atk +2; Grp +13

Abilities Str 18, Dex 24, Con —, Int 16

Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12,
Use Computer +12

Crew 1 (skilled); Passengers 1

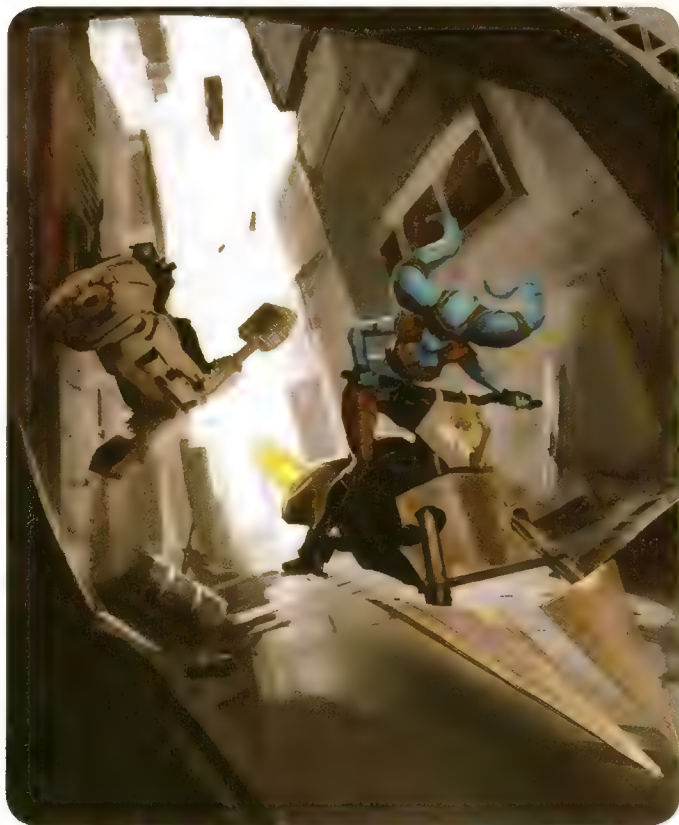
Cargo 2 kg; Consumables none; Carried Craft none

Availability Licensed; Cost 9,000 (5,000 used)

QUICKFIRE SPEEDER BIKE

A heavy-duty speeder bike, the Mobquet QuickFire is a favorite of swoop gangs and other street toughs that want a speeder bike to match their own disposition. The QuickFire speeder bike boasts a large, rumbling repulsor engine and a thick frame that gives the bike a stronger pull, if not more speed. Though slower than some other top-of-the-line speeder bikes, the QuickFire has larger towing capacity and can support many heavier modifications. The bike's armor plating makes the speeder more durable and better able to resist stray blaster fire.

The Mobquet QuickFire is one of the few speeder bikes on the market to include built-in weaponry. Ostensibly intended for clearing debris (Mobquet markets the QuickFire for use in rough terrain), the speeder bike's blaster cannon is slightly depowered to pass Imperial regulations on civilian vessels.



A QUICKFIRE SPEEDER BIKE (LEFT) AND
A MODEL 67 SHRIEKER (RIGHT).

The QuickFire is a standard speeder bike used by Black Sun agents throughout the galaxy, and is especially popular among Black Sun pirate gangs that raid settlements throughout the Outer Rim.

QuickFire Speeder Bike

CL 7

Large ground vehicle (speeder)

Init +11; Senses Perception +6

Defenses Ref 19 (flat-footed 13), Fort 16; +4 armor

hp 60; DR 5; Threshold 21

Speed fly 12 squares (max. velocity 600 km/h)

Ranged blaster cannon +7 (see below)

Fighting Space 2x2; Cover +5

Base Atk +2; Grp +13

Abilities Str 22, Dex 22, Con —, Int 16

Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11,
Use Computer +6

Crew 1 (skilled); Passengers none

Cargo 5 kg; Consumables none; Carried Craft none

Availability Restricted; Cost 14,000 (9,000 used)

Blaster cannon (pilot)

Atk +7, Dmg 3d10

AIRSPEEDERS

As cities continue to grow, the need for rapid air transport becomes ever more important. With the rebuilding of Coruscant following the Yuuzhan Vong invasion, several airspeeder manufacturers are able to rise from relative obscurity by securing exclusive contracts to provide government air vehicles to replace what was lost during the war. By the time Darth Krayt comes to power, some of these formerly obscure corporations have risen significantly in both power and prominence.

GPE-3300 Twin Engine Airspeeder

The GPE-3300 is a unique speeder design from Galactic Power Engineering, a company that got its start producing engines for Podracers and starships. The GPE-3300 is an unorthodox design that boasts two large engines with an underslung pilot cockpit, which makes it difficult for the speeder to land on solid ground (although the vehicle does possess retractable landing gear that supports the craft in emergency landings). Most of the time, the vehicle docks on floating repulsor platforms.

A GALACTIC ALLIANCE PROVOCATEUR LEAPS FROM A VELTIS-2 AIRSPEEDER ONTO A GPE-3300.



The GPE-3300 is a one-man craft for wealthy, discriminating pilots. The GP-3300 is fast and maneuverable, making it entertaining to fly. Owning a GPE-3300 has become something of a trend among Imperial officers, who appreciate the freedom and flexibility that the airspeeder provides. Additionally, many well equipped planetary police forces use the GPE-3300 as a pursuit vehicle.

GPE-3300 Airspeeder

CL 6

Huge air vehicle (airspeeder)

Init +9; Senses Perception +5

Defenses Ref 17 (flat-footed 11), Fort 15; +3 armor

hp 55; DR 5; Threshold 25

Speed fly 16 squares (max. velocity 1,000 km/h)

Fighting Space 3x3; Cover +5

Base Atk +0; Grp +15

Abilities Str 21, Dex 22, Con —, Int 14

Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9,
Use Computer +5

Crew 1 (normal); Passengers none

Cargo 90 kg; Consumables 1 day; Carried Craft none

Availability Licensed; Cost 60,000 (35,000 used)

VELTISS-2 AIRSPEEDER

Another airspeeder from a company that managed to profit from the turmoil surrounding the Yuuzhan Vong invasion, the Veltiss-2 airspeeder is a fast and lightweight vessel well suited to use on worlds where the urban sprawl puts large distances between common travel destinations. On worlds such as Coruscant, where an Imperial delegate might be required to travel from one side of a continent to the other in the course of her day-to-day duties, the Veltiss-2 makes such a trip manageable. With the Veltiss-2, the Desler Gizh Outward Mobility Corporation made the transition from an Outer Rim upstart to a company catering to the wealthy elite on Coruscant and other Core worlds.

The Veltiss-2 is a newer model speeder that can be both open-topped or closed-cabin, depending on the needs of the pilot. When in open-top mode, the Veltiss-2 uses microrepulsor technology to create a "virtual hard top" that generates a nearly frictionless field, allowing the speeder to maintain a slim, aerodynamic profile while protecting the pilot and passengers from the high winds associated with traveling at three-quarters the speed of sound. This repulsor field doesn't protect the passengers entirely, allowing them to enjoy good weather, though typically the owner of a Veltiss-2 will use the closed-cabin configuration during inclement weather. The Veltiss-2 airspeeder also boasts significant advancements in pilot assistance technology, including traffic-pattern analytics software that makes it easier to navigate urban traffic lanes at such high speeds.

Moff Nyna Calixte owns a Veltiss-2 airspeeder, which she uses to move about Coruscant.

Veltiss-2 Airspeeder

CL 6

Large air vehicle (airspeeder)

Init +9; Senses Perception +5

Defenses Ref 16 (flat-footed 11), Fort 15; +2 armor

hp 50; DR 5; Threshold 20

Speed fly 12 squares (max. velocity 950 km/h)

Fighting Space 2x2; Cover +5

Base Atk +0; Grp +10

Abilities Str 20, Dex 20, Con —, Int 14

Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9,
Use Computer +5

Crew 1 (normal); Passengers 1

Cargo 30 kg; Consumables none; Carried Craft none

Availability Licensed; Cost 19,000 (9,200 used)

STARFIGHTERS

Like the Empire ruled by Palpatine, Darth Krayt's Sith Empire has clamped down on nonmilitary ownership of starships outfitted with powerful weapons and defenses. Typically, most personal starfighters are too well armed to be owned by private citizens. However, some manufacturers have managed to get around bureaucratic limitations and produce starfighters deemed appropriate for civilian use. However, these starfighters are tightly monitored and regulated, and only the particularly wealthy (or those who flout Imperial regulations) can afford to own and operate a well-armed starfighter.

The following starfighters are available for general purchase by organizations (and, in rare cases, individuals) throughout the galaxy.

BESH-TYPE PERSONAL STARFIGHTER

The Besh-type personal starfighter builds upon the popularity of the B-wing fighter but makes several modifications to the starship to make it more suitable for private ownership. The B-wing's rotating cockpit has been abandoned



BESH-TYPE FIGHTERS ATTACK A YZ-2500 HEAVY TRANSPORT.

in favor of shifting the cockpit toward the center of the starfighter. This makes it easier for nonmilitary pilots to judge the dimensions of the ship in flight, and prevents disorientation when making evasive maneuvers. With the cockpit shifted from one end of the craft to the center, the engines and their support systems have been spread out, with two primary thrusters placed at opposite ends of the largest wing of the ship. The Besh-type personal fighter retains the folding S-foils of its predecessor for increased stability and is engineered to be easier to fly than the classic model popularized during the days of the Rebel Alliance.

The Besh-type fighter is also significantly scaled down in terms of weapons output, though it does retain moderately powerful fire-linked laser cannons, mounted on the tips of the S-foils. The ship is tough and has excellent structural integrity, and the Besh-type fighter is favored among those individuals and organizations that need to travel to more hazardous (and less civilized) areas of space. Though not the fastest ship available, the Besh-type personal starfighter has enough speed to escape the pursuit of pirates in the distant reaches of space, but against military or state-of-the-art vessels the ship is usually outmatched.

Besh-type personal starfighters are also popular among nostalgic beings that long for the days before the return of the Galactic Empire. Despite the fact that the Besh-type starfighter's weapons are scaled back compared to those of the B-wing, Slayn & Korpil retained many of the internal design specifications, making it easy for enterprising starship owners to make their own modifications. As a result, many fringers who own Besh-type starfighters outfit them with more advanced weapon systems.

Besh-Type Personal Starfighter

CL 8

Gargantuan starfighter

Init +4; Senses Perception +6

Defenses Ref 16 (flat-footed 13), Fort 30; +8 armor; Vehicular Combat hp 180; DR 10; SR 20; Threshold 50

Speed fly 12 squares (max. velocity 970 km/h), fly 3 squares (starship scale)

Ranged light laser cannons +8 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +37

Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 50, Dex 16, Con —, Int 18

Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 1 (skilled); Passengers none

Cargo 60 kg; Consumables 2 weeks; Carried Craft none

Hyperdrive x2; navicomputer

Availability Restricted; Cost 105,000 (65,000 used)

Light laser cannons (pilot)

Atk +8 (+3 autofire), Dmg 5d10x2

R-28 STARFIGHTERS EVADE FIRE FROM A GLADIUS-CLASS LIGHT FREIGHTER.



PHOEBOS-CLASS STARFIGHTER

Often classified as a "sport" starfighter, the *Phobos*-class starfighter from Ubrikkian Transports is one of the fastest personal starfighters on the market. Designed to cater to the wealthy, the *Phobos*-class starfighter is built for speed, speed, and more speed. Though fast in the atmosphere of a planet, the *Phobos*-class fighter truly excels in open space. Sleek, aerodynamic, and visually appealing, the *Phobos*-class starfighter is also frequently found in starfighter racing circuits throughout the galaxy. It is particularly popular among the "new nobles" that have risen to prominence as a result of the return of the Galactic Empire, and many young nobles consider the ownership (and modification) of this starfighter design to be something of a status symbol.

Ubrikkian actually began manufacturing the *Phobos*-class starfighter in response to the Imperial restrictions on personal starfighter ownership. By ostensibly creating the fighter as a vehicle for personal recreation,

Ubrikkian was able to get a top-of-the-line starfighter onto the market when many other manufacturers were being forced to cease production of their own models, or (in most cases) convert their manufacturing facilities to produce ships and other materiel for the Empire. Moreover, the starfighter they produced, though delicate by many standards, also boasts moderate defense systems, including relatively powerful shields (described by Ubrikkian Transports as "custom engineered to deflect errant space debris while traveling at high speeds") and laser cannons.

The *Phobos*-class starfighter is popular among wealthy crime lords and small-time smugglers and thieves. Though expensive to procure through legitimate channels, *Phobos*-class starfighters are among the most commonly stolen personal starships in the galaxy. Ubrikkian Transports counters this by offering a free security upgrade for owners, in the form of a Holonet-enabled tracking device. Unfortunately for these owners, the Empire also requires Ubrikkian Transports to turn over the tracking data for all *Phobos*-class ships at the time of purchase, meaning that this security upgrade is often one of the first things removed from the ship by the new owner.

***Phobos*-class Starfighter**

CL 8

Huge starfighter

Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 24; +3 armor; Vehicular Combat hp 90; **DR** 10; **SR** 30; **Threshold** 34

Speed fly 16 squares (max. velocity 1,350 km/h), fly 6 squares (starship scale)

Ranged double light laser cannons +7 (see below)

Fighting Space 3x3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +26

Atk Options autofire (double light laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16

Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +11

Crew 1 (skilled); **Passengers** 1

Cargo 80 kg; **Consumables** 1 week; **Carried Craft** none

Hyperdrive x0.5

Availability Licensed; **Cost** 190,000 (100,000 used)

Double light laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 4d10x2

R-28 STARFIGHTER

One of the oldest starfighter models still in production, the R-28 starfighter is the latest iteration of a starship design that dates all the way back to the Galactic Civil War. The first prototypes upon which the R-28 is based were designed before the Battle of Yavin, but production of the R-28 never got fully underway thanks to the runaway success of the T-65 X-wing starfighter. However, once the Galactic Alliance is established, engineers at Incom return to their original designs for the R-28 and begin incorporating modern technologies and engineering innovations. The result, the actual production model of the R-28, is an important intermediate step between the X-wing starfighter and the X-83 TwinTail fighter.

Though considered outdated by most military and paramilitary forces by the time of Darth Krayt's rise to power, the R-28 is one of the most common starfighters found in the galaxy. With the return of the Empire, the Incom Corporation is forced to scale back its production of combat-capable starfighter models, but where production of the X-83 TwinTail fighter is almost completely shut down, the manufacture of the R-28 slows to a much-reduced, but steady, pace. Though not enough to blunt the significant financial losses that Incom sustains during the rise of Darth Krayt's Empire, sales of the R-28 bring in a constant stream of revenue that keeps the company in business.

The stock R-28 model is relatively well armed for a ship of its size. Though the weapons load on the R-28 borders on being too heavy for Imperial regulations, the fact that half of the ship's weaponry consists of nonlethal munitions (specifically, the fire-linked ion cannons) allows the ship to pass inspection. Certainly compared to the TwinTail fighter, the R-28 is less destructive and less of a threat to Imperial forces. Additionally, since many of the parts used in the R-28 are also used in the TwinTail fighter, the Incom Corporation is able to use the continued production of the R-28 to secretly manufacture the more powerful starfighter.

A'Sharad Hett owned an early prototype R-28 starfighter, which he crashed before being captured by the Yuuzhan Vong.

**"LADY, IF YOU HAD
WINGS, I COULD
FLY YOU."**

-RONTO

R-28 Starfighter

Gargantuan starfighter

Init +6; Senses Perception +6

Defenses Ref 18 (flat-footed 13), Fort 28; +8 armor; Vehicular Combat hp 150; DR 10; SR 30; Threshold 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged medium laser cannons +7 (see below) or

Ranged medium ion cannons +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +35

Atk Options autofire (medium laser cannons, medium ion cannons), fire-link (medium laser cannons, medium ion cannons)

Abilities Str 46, Dex 20, Con —, Int 16

Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1; Passengers none

Cargo 50 kg; Consumables 5 days; Carried Craft none

Hyperdrive x2

Availability Restricted; Cost 120,000 (55,000 used)

Medium laser cannons (pilot)

Atk +7 (+2 autofire), Dmg 5d10x2

Medium ion cannons (pilot)

Atk +7 (+2 autofire), Dmg 6d10x2

X-83 TWINTAIL STARFIGHTER

The Incom Corporation's X-83 TwinTail starfighter is one of the most cutting-edge starfighters in existence. A superior design that uses superior parts, the TwinTail fighter is commonly used by the Jedi Order until Darth Krayt seizes power. The X-83 TwinTail fighter is clearly too powerful to be allowed into civilian hands (at least, as deemed by the Empire), and by Imperial decree the Incom Corporation is forced to cease production of the starfighter. With the Empire's draconian laws limiting the amount of firepower that can be owned by individuals and non-Imperial organizations, the X-83 is deemed too dangerous to the peace and prosperity that the Empire brings.

However, just because the Empire decrees something does not always make it so. The Incom Corporation's long history of defiance of the Empire once again emerges, and several X-83 manufacturing plants are "closed," only to be secretly reopened to clandestinely continue producing X-83 fighters. Other Incom factories, particularly those where the R-28 continues to be produced, occasionally roll an X-83 TwinTail fighter off of the assembly lines when Imperial inspectors aren't looking. Though rumors of these secret manufacturing plants abound, the Empire has yet to find any evidence of Incom's defiance. Since these secretly manufactured TwinTail fighters are

TWO X-83 TWINTAIL FIGHTERS ESCORT A J-1 SHUTTLE.



sold through unofficial channels, many TwinTail fighters end up in the hands of individuals and organizations in defiance of Darth Krayt's Empire.

The X-83 TwinTail starfighter is an extremely durable ship that also boasts impressive weapons. The TwinTail's proton torpedo launchers give the fighter the extra punch it needs to make it more than a match for most other fighters in this era. The X-83 is also unique in that the astromech droid that aids in pilot functions—a staple of Incom designs for decades—is hardwired into the starfighter, making it more like a second aspect of the ship's main computer. Though Incom recommends regular memory wipes to ensure that the astromech doesn't develop any quirks or personality flaws that can be dangerous in flight, some pilots allow their astromechs to develop personalities, better enabling them to predict and respond to the pilot's actions. That said, an X-83 TwinTail with an obstinate astromech droid can resist its pilot's commands just as easily as it can facilitate them.

X-83 TwinTail Starfighter

CL 12

Gargantuan starfighter

Init +8; Senses Perception +6

Defenses Ref 20 (flat-footed 13), Fort 29; +8; Vehicular Combat
hp 170; DR 10; SR 30; Threshold 49Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)

Ranged enhanced heavy laser cannons +7 (see below) or

Ranged proton torpedoes +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew),
+5 (astromech droid)

Base Atk +2; Grp +36

Atk Options autofire (enhanced heavy laser cannons), fire-link (enhanced
heavy laser cannons, proton torpedoes)

Abilities Str 48, Dex 24, Con —, Int 16

Skills Initiative +8, Mechanics +6 (+13*), Perception +6, Pilot +8,
Use Computer +6 (+13*)

Crew 1 plus astromech droid (skilled); Passengers none

Cargo 70 kg; Consumables 6 days; Carried Craft none

Payload 16 proton torpedoes

Hyperdrive x1, 10-jump memory (astromech droid)

Availability Restricted; Cost 160,000 (75,000 used)

*If the ship has an astromech droid, use these skill modifiers instead.

Enhanced heavy laser cannons (pilot)

Atk +7 (+2 autofire), Dmg 8d10x2

Proton torpedoes (pilot)

Atk +7, Dmg 10d10x2

SPACE TRANSPORTS

While personal starfighters are heavily restricted by the Galactic Empire, space transports remain widely available to beings with a need to travel freely. The space transports listed below are common throughout the galaxy. Although Imperial regulations limit the firepower available to transports, owners of these ships are as fond of making special modifications to their space transports as they were during the days of the Galactic Civil War.

**GLADIUS-CLASS
LIGHT FREIGHTER**

The *Gladius*-class light freighter is the spiritual descendant of transport models such as the *Firespray*-31 and the *Phoenix Hawk*-class light pinnacle. Featuring a round, flat ventral section and a smooth, curved body design, the *Gladius*-class light freighter is a sleek ship that is often used by planetary defense forces and the Sector Rangers throughout the galaxy. Thanks to deals brokered with Kuat Systems Engineering's parent company, Kuat Drive Yards, the Empire allows manufacture and sale of this ship in exchange for favorable contracts on the manufacture of Imperial vessels.

The *Gladius*-class light freighter is a relatively nimble space transport that is often used as a scout vessel or system patrol craft. Though its dorsal-mounted quad laser cannon is impressive, the ship does not have the defensive systems to fight off pirates, raiders, or larger criminal fleets. Typically, the *Gladius*-class light freighter performs long-range scouting and, upon spotting a hostile vessel, immediately notes the position of the target before returning to its base of operations for reinforcements. If pursued, the *Gladius*-class light freighter uses its quad laser cannons to fend off pursuers long enough to reach safety. This space transport does have a fast hyperdrive as well, and law enforcement organizations train their pilots to use the *Gladius*-class light freighter to make in-system microjumps to reach home more quickly.

Gladius-class light freighters often find their way into the hands of bounty hunters who appreciate both the speed of the vessel as well as its armaments. Additionally, bounty hunters (many of whom are loners by nature) can operate the ship themselves. The circular cockpit area makes moving from one station to another easy and allows the various control systems to be spread out, keeping the command console from becoming cluttered.

The bounty hunter Jor Torlin uses a *Gladius*-class light freighter, called the *Raider*.

"NICE TASTE IN
WEAPONS, TORLIN.
NICE SHIP TOO."

-MORRIGAN CORDE

Gladius-class Light Freighter

CL 9

Colossal space transport

Init +0; Senses Perception +6

Defenses Ref 16 (flat-footed 12), Fort 27; +12 armor

hp 140; DR 10; SR 30; Threshold 77

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged advanced heavy quad laser cannons +7 (see below)

Fighting Space 12×12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +39

Atk Options autofire (advanced heavy quad laser cannons)

Abilities Str 44, Dex 18, Con —, Int 16

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); Passengers 2

Cargo 50 tons; Consumables 2 months; Carried Craft none

Hyperdrive ×1, navicomputer

Availability Restricted; Cost 190,000 (105,000 used)

Advanced heavy quad laser cannons (pilot)

Atk +7 (+2 autofire), Dmg 9d10×2

GPE-7300 SPACE TRANSPORT

Galactic Power Engineering's notable foray into the realm of space transport design, the GPE-7300 is a sturdy and relatively fast space transport that unfortunately sees very little commercial success. Designed by the same engineers that created the GPE-3300 twin-engine airspeeder, the GPE-7300 space transport is built around many of the same principles used in airspeeder and Podracer designs. The ship boasts two oversized engines, mounted on the ventral side of the ship, that provide excellent atmospheric thrust and help the ship maintain high speeds during encounters in space. The ship's boxy design is far from the sleek, aesthetically pleasing designs adopted by other starship manufacturers, but the GPE-7300 is designed to be efficient, not handsome.

Though classified as a transport, the GPE-7300 shares more similarities with long-range shuttles. It has a relatively low cargo capacity for a space transport and has room for only four passengers. The design caters to private entrepreneurs or beings that just prefer life on the space lanes. Most commercial transports require a higher cargo capacity to make profitable transport runs, but the GPE-7300 has another advantage in that customs officials are much less likely to suspect the ship of smuggling contraband in large quantities. This in turn has made the ship popular among lone smugglers and bounty hunters who rely on subtlety to conceal their illicit activities.

The GPE-7300 lands with its engines oriented perpendicular to the ground. This allows the ship to use its primary thrusters as an aid during takeoff, reducing the strain to on repulsor systems and allowing it to make a quick launch. The cockpit of the vessel is oriented at a 90-degree angle compared to the rest of the ship. This means that the interior of the ship seems to be vertically oriented except for the cockpit, and passengers and crew members must pass through an area between the cockpit and the rest of the ship where the gravity orientation shifts.

Azlyn Rae, an Imperial Knight, uses a GPE-7300 as her personal space transport.

GPE-7300 Space Transport

CL 7

Colossal space transport

Init -2; Senses Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor

hp 160; DR 15; SR 20; Threshold 78

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged heavy laser cannons +7 (see below)

Fighting Space 12×12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +40

Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 47, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 1 (skilled); Passengers 4

Cargo 45 tons; Consumables 1 month; Carried Craft none

Hyperdrive ×2, navicomputer

Availability Licensed; Cost 165,000 (90,000 used)

Heavy laser cannons (pilot)

Atk +7 (+2 autofire), Dmg 6d10×2

A PHOEBOS-CLASS FIGHTER ZIPS PAST A GPE-7300 TRANSPORT.



HELOT-CLASS MEDIUM SPACE TRANSPORT

An older design considered outdated by many, the *Helot*-class medium space transport is a durable ship that can take a lot of abuse. The transport is designed in the days before the resurgence of the Empire and declines in popularity by the end of the Yuuzhan Vong invasion. When Darth Krayt comes to power, the *Helot*-class transport is little more than a memory for most space transport aficionados, though many of these vessels continue to ply the space lanes.

The *Helot*-class transport is created by the Sienar/Cygnus Design Cooperative, made up of engineers drawn from both Sienar Fleet Systems and Cygnus Spaceworks, two starship manufacturers that have long histories with the Galactic Empire. The result of their cooperative efforts is an affordable starship designed to withstand the rigors of long-term space travel. The *Helot*-class medium space transport boasts a relatively high cargo capacity and impressive structural integrity, though in order to keep costs low the stock

model does not have shields. Although the stock transport is cumbersome and lacks maneuverability, it comes equipped with fire-linked laser cannons.

The Sienar/Cygnus Design Cooperative folds when the Sienar engineers are recalled by their parent company and reassigned to work on secret projects, including the *Predator*-class starfighter, for the Empire. As a result, Cygnus Spaceworks inherits the responsibility of continuing the production of the *Helot*-class medium space transport, and without the resources of the much larger Sienar conglomerate, production on new *Helot*-class ships slows to a trickle.

The *Mynock*, Cade Skywalker's ship, is a *Helot*-class medium space transport.

Helot-class Medium Transport

CL 7

Colossal space transport

Init -4; Senses Perception +5

Defenses Ref 15 (flat-footed 14), Fort 30; +14 armor

hp 180; DR 15; Threshold 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)

Ranged medium laser cannons +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +0; Grp +40

Atk Options autofire (medium laser cannons), fire-link (medium laser cannons)

Abilities Str 50, Dex 12, Con —, Int 14

Skills Initiative -4, Mechanics +5, Perception +5, Pilot -4, Use Computer +5

Crew 2 (normal); Passengers 6

Cargo 100 tons; Consumables 3 months; Carried Craft none

Hyperdrive x2 (backup x10), navicomputer

Availability Licensed; Cost 105,000 (45,000 used)

Medium laser cannons (copilot)

Atk +6 (+1 autofire), Dmg 5d10x2

J-1 SHUTTLE

The Koensayr J-1 shuttle is sometimes known as the Jedi Shuttle, as it is originally commissioned by the Jedi Council to serve as a long-range shuttlecraft for use by the Jedi Order. Originally intended to carry Jedi students from Coruscant to Ossus and back, the J-1 shuttle is more like a space transport in function, though its docking, restocking, and refueling systems are designed to be compatible with those found aboard most Galactic Alliance capital ships. Available for general sale by Koensayr, the ship frequently finds its way into the hands of others despite becoming a recognized icon of the Jedi Order.

The elongated cockpit, with its expensive multi-level canopy, enables passengers and crew to observe their surroundings while in flight or on approach. Passengers board the shuttle via an aft hatch, although a small topside hatch is also available for docking purposes. The main body holds two decks. The upper deck contains passenger amenities, such as sleeping berths and common rooms. The lower deck is mostly taken up by a large cargo hold that can double as a small hangar, able to carry a Gargantuan or smaller starfighter. The hangar doors are located in the shuttle's underbelly, so a smaller ship can only dock or depart while the J-1 shuttle is in flight.

The ship's sublight engines are mounted within its gull shaped wings. Most Jedi shuttles are unarmed, reinforcing the notion that the Jedi are peacekeepers. However, during the Sith-Imperial War, some shuttles are retrofitted with weapons.

J-1 Shuttle	CL 8
Colossal space transport	
Init -2; Senses Perception +6	
Defenses Ref 14 (flat-footed 12), Fort 25; +12 armor	
hp 110; DR 10; SR 25; Threshold 75	
Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)	
Ranged double laser cannons +4 (see below)	
Fighting Space 8x8 or 1 square (starship scale); Cover total	
Base Atk +2; Grp +37	
Abilities Str 40, Dex 14, Con —, Int 14	
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6	
Crew 2 (skilled) Passengers 20	
Cargo 90 tons; Consumables 2 months; Carried Craft 1 X-83 TwinTail starfighter	
Hyperdrive x2, navicomputer	
Availability Restricted; Cost 220,000 (100,000 used)	
Double laser cannons (pilot)	
Atk +6 (+1 autofire), Dmg 2d10x2	

MC-24A LIGHT SHUTTLE

Designed as a short-range shuttle for transporting workers between sections of the Mon Calamari Orbital Shipyards, the MC-24a light shuttle has grown in popularity since its introduction. This shuttle is designed with the smooth, curved aesthetic common to Mon Calamari designs and clearly is not meant for long-range transportation. The small, relatively inexpensive ship boasts the traditional Mon Calamari backup shield generators, which are miniaturized and incorporated in the shuttle as a part of its stock design.

Many worlds with harsh atmospheres or hazards in low-orbit (such as debris fields) procure large numbers of MC-24a light shuttles because they are less likely to take damage during the transition from space to atmosphere.

Sleek and lightweight, the MC-24a is meant for simple transport and has limited combat capability. Even with the ability to regenerate shields quickly, the MC-24a can take only so much damage before breaking apart. Still, with the Imperial crackdown on combat vessels, many more of these shuttles are seeing combat action. Some members of the Mon Calamari resistance have begun modifying the shuttles to act as secret transports when ferrying resistance members between safe houses, though for the most part this means merely adding sensor-baffling and other stealth technologies, not weapons or other combat systems.

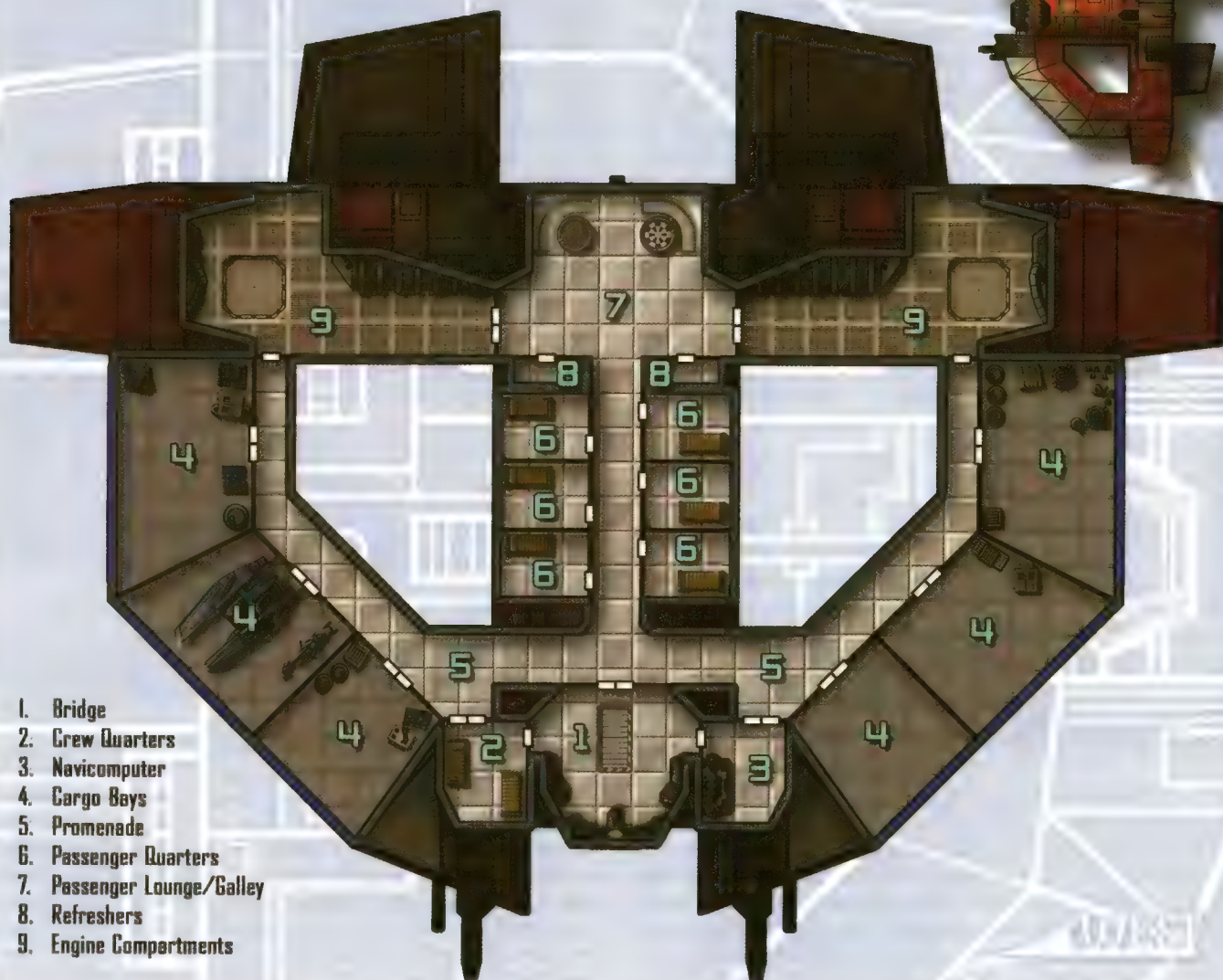
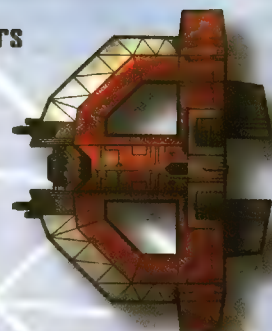
MC-24a Light Shuttle	CL 6
Colossal space transport	
Init -1; Senses Perception +6	
Defenses Ref 15 (flat-footed 12), Fort 24; +12 armor	
hp 100; DR 15; SR 20*; Threshold 74	
Speed fly 16 squares (max. velocity 1,030 km/h), fly 4 squares (starship scale)	
Ranged light laser cannons +6 (see below)	
Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)	
Base Atk +2; Grp +36	
Abilities Str 39, Dex 16, Con —, Int 14	
Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1, Use Computer +6	
Crew 2 (skilled); Passengers 6	
Cargo 10 tons; Consumables 2 days; Carried Craft none	
Availability Licensed; Cost 90,000 (50,000 used)	
*Recovers 10 points of SR when taking the recharge shields action.	
Light laser cannons (pilot)	
Atk +6, Dmg 3d10x2	

YX-1980 SPACE TRANSPORT

A recent addition to the ever-popular Y-series of space transports, the YX-1980 is a well-defended cargo hauler capable of carrying goods (or contraband) from one side of the galaxy to the other with little fuss. Equipped with shields far more powerful than those on most space transports, the YX-1980 is a ship designed for defense first, offense second. Though the ship comes equipped with a set of medium laser cannons, the ship's true asset is its ability to take a beating. Somewhat slower than other space transports on the market, the YX-1980 boasts a decent-sized cargo hold that spreads cargo out over a larger area, reducing the strain placed on the repulsors and artificial gravity systems.

YX-1980 Space Transport

1 square = 1.5 meters



1. Bridge
2. Crew Quarters
3. Navicomputer
4. Cargo Bays
5. Promenade
6. Passenger Quarters
7. Passenger Lounge/Galley
8. Refreshers
9. Engine Compartments

Structurally, the transport has large openings that separate different parts of the ship and its systems. While many owners grumble about the difficult modifying this design, others have embraced the designers' attempt to separate the various ship systems, reducing the chances of multiple system failures from a single malfunction. Mechanics checks to install or upgrade the starship's systems take a -5 penalty due to the dispersal of the YX-1980's systems. However, the starship has a higher-than-average damage threshold to account for the reduced chance of multiple system failures.

The YX-1980 is currently one of the most popular starships in the galaxy for smugglers and tramp freighter captains. Like all vessels from the Corellian Engineering Corporation, the ship has plenty of space for additional modifications and new systems, catering to owners who enjoy customizing their ships. Likewise, in a galaxy growing ever more dangerous with the threat of the Sith and the Galactic Empire, the extra shielding on the ship is always welcome, as trigger-happy Imperial gunners have few compunctions about taking shots at any space transports they deem "suspicious."

The *Grinning Liar*, used by the smugglers Kee and Chak, is a YX-1980 space transport.

YX-1980 Space Transport

CL 8

Colossal space transport

Init +0; Senses Perception +5

Defenses Ref 18 (flat-footed 13), Fort 28; +13 armor

hp 150; DR 15; SR 40; Threshold 88

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged medium laser cannons +3 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +38

Abilities Str 46, Dex 20, Con —, Int 16

Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); Passengers 6

Cargo 110 tons; Consumables 2 months; Carried Craft none

Hyperdrive x2 (backup x10), navicomputer

Availability Licensed; Cost 150,000 (80,000 used)

Medium laser cannons (copilot)

Atk +3, Dmg 4d10x2

YZ-2500 HEAVY TRANSPORT

One of the largest space transports available on the open market, the Corellian Engineering Corporation's YZ-2500 space transport could arguably be classified as a capital ship based on its size and armaments. Corporate advocates from Corellia manage to overcome the Empire's severe ship regulations by convincing the Imperial bureaucracy that the new YZ-2500 space transport

can help stabilize trade lanes plagued by pirates. The Empire agrees to allow production of the YZ-2500 heavy transport, though it remains questionable how much the ship actually contributes to the stability of trade lanes.

The YZ-2500 heavy transport can haul nearly 500 times as much cargo as normal space transports. Large enough to support capital-scale weaponry, the YZ-2500 is typically used by corporations looking to transport large quantities of goods without having to rely on an entire convoy of smaller vessels. However, many of these ships have fallen into the hands of the Galactic Alliance, where they serve a greater purpose. Since these ships are commonly sold to corporate interests, the Galactic Alliance Core Fleet is able to use these ships to move personnel and supplies throughout the galaxy on legitimate shipping lanes without raising too many red flags with Imperial Customs. Since they are also well armed, these ships also make good support vessels during hit-and-run missions.

Many of these ships have also fallen into the hands of crime lords and smuggling barons. Too costly (both to purchase and maintain) for the average tramp freighter captain, YZ-2500 transports are the mainstays of many criminal fleets.

YZ-2500 Heavy Transport

CL 12

Colossal (frigate) space transport

Init -2; Senses Perception +6

Defenses Ref 13 (flat-footed 11), Fort 34; +11 armor

hp 700; DR 15; SR 60; Threshold 134

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)

Ranged double medium turbolaser battery +8* (see below) and heavy laser cannons +8 (see below)

Fighting Space 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +46

Abilities Str 59, Dex 14, Con —, Int 18

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Crew 10 (skilled); Passengers 16

Cargo 60,000 tons; Consumables 2 months; Carried Craft none

Hyperdrive x2 (backup x10), navicomputer

Availability Restricted; Cost 1.5 million (590,000 used)

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double medium turbolaser battery (2 gunners)

Atk +8 (-12 against targets smaller than Colossal), Dmg 6d10x5

Heavy laser cannons (pilot/copilot)

Atk +8 (+3 autofire), Dmg 6d10x2

LEGACY ERA CAMPAIGNS

CHAPTER VII





At first blush, campaigns set in the Legacy era might seem very similar to those set during the Dark Times and the Rebellion era. The monolithic Empire rules the galaxy, there are few Jedi, and the criminal fringe has risen to prominence. However, in many respects the Legacy era is wholly unique, with a flavor and feel all its own. While the Legacy era shares many common elements with other popular time periods, this chapter helps present some of the unique elements that can be emphasized to give a Legacy campaign its own feel.

One key aspect of Legacy era campaign is the concept of legacies, which provide ample fodder for character development. In a Legacy era campaign, the actions of those in the past—even the distant past—have far-reaching repercussions and color the events of the present. Characters with legacies often bear heavy responsibilities to live up to expectations, though some may reject their legacies to hide or throw off the sins of their progenitors.

Moreover, the Legacy era is a time when everything—even a relic from a bygone age—has its place. Characters and archetypes from any time period fit in the Legacy era, as the era combines such popular elements as the Sith, the Jedi, the Empire, and various rebellious organizations bent on opposing tyranny (namely, the Galactic Alliance). Technology from yesteryear can appear as a part of a Legacy era campaign in a number of ways, including as antiquated ships and equipment or even as “retro” designs intended to recall the popularity in the past. This inclusivity gives Gamemasters and players alike the ability to use species, character traits, equipment, and vehicles from any era without worrying about things feeling out of place. Gamemasters running a Legacy era campaign have the chance to mine all of their source material, including campaign guides for other eras, for enemies, allies, and technology to use in their campaigns without having to worry about whether or not it fits. In the Legacy era, it almost surely will.

Not everything about the Legacy era is positive, however. The time period surrounding the Sith-Imperial War and its aftermath is a dark time indeed, with a shadow of evil cloaking everything. As much as any other time, the dark side of the Force holds sway in the Legacy era, and heroes going on adventures during this time are likely to encounter that darkness at every turn. A Legacy era campaign should emphasize the fact that the galaxy has become a bleak and oppressive place, and a general sense of doom and dread pervades every world, from Coruscant to Tatooine. Under the rule of the Sith and the Empire, the galaxy has become a less enlightened place, and evil rears its head even on the most peaceful planets. In any given adventure, the heroes may encounter Sith Lords or their vile spies, gangsters and crime lords whose power grows by the day, and bounty hunters who turn Jedi over to the Empire with little care for the fact that every Jedi death darkens the galaxy that much more.

More than just rife with the dark side, the galaxy has become a place where violence is law. Life in the Legacy era seems to prove true the axiom that power lies in the hands of the person holding the blaster, and the Empire seems to exemplify this philosophy. Wherever the Empire holds sway, martial law keeps the galaxy's inhabitants in perpetual fear of being imprisoned or executed. On the fringes of the galaxy, pirates and gangsters take what they want by force, with no fear of reprisal. The only organization strong enough to stop these criminals from slaughtering their way to power, the Empire, is just as corrupt—and often has dealings with those same vicious criminals. Adventures in a Legacy era campaign may involve intrigue and deceit, but violence taints everything in a galaxy under the menacing eyes of the Sith.

Lastly, the Legacy era is a time period that can challenge assumptions. Things are never exactly what they seem, and many of the players' assumptions might be turned on their head. The Yuuzhan Vong, once the extragalactic invaders who murdered millions, now serve the Jedi and can be powerful allies. A large faction of the Empire fights against the tyranny of the Sith, accompanied by Imperial Knights who, while appearing to be Jedi, serve a different goal altogether. The cold, calculating Moff Nyna Calixte is at once an active Imperial agent and also the mother of Cade Skywalker, helping her son in defiance of the Empire she serves. Gamemasters crafting adventures in the Legacy era should not be afraid to take basic assumptions and twist them, or even toss them aside entirely, as no stereotype or expected behavior can be guaranteed.

INTRODUCING THE LEGACY ERA

In many ways, the Legacy era is an amalgamation of the best parts of other *Star Wars* eras. As such, introducing your players to the Legacy era can be relatively easy. Your players will likely be familiar with the Empire from the classic *Star Wars* film trilogy, and using that as a basis, you can introduce the key points of the Legacy era before the campaign begins. The following items are among the key elements of the Legacy era that all players should know before starting the campaign:

- The Legacy era begins some 130 years after the Battle of Yavin.
- The Galactic Empire rules the galaxy, imposing the same conditions that the Empire did under Emperor Palpatine and Darth Vader.
- The Empire is, in turn, ruled over by the Sith. Sith Lords can be found throughout the galaxy and are feared everywhere they go.
- The current Emperor is Darth Krayt, a tyrannical man garbed in massive armor.
- The deposed Emperor, Roan Fel, leads an Empire-in-exile, opposing the Sith-ruled Empire with many of the same resources and troops.

- The Jedi have been hunted nearly to extinction, and a bounty on the heads of the Jedi keeps them on the run and in hiding.

With those core aspects of the setting in mind, the players should be prepared to start a campaign in the Legacy era and create characters that fit right in. Of course, many players will want to know more, but the level of detail you provide to them as the Gamemaster can vary based on the amount of mystery you want to surround the campaign.

ADVANCING EXISTING HEROES

The Legacy era is rich with great stories, interesting characters, and adventure possibilities. As tempting as the Legacy era might sound, your gaming group might already be in the middle of another campaign set during an earlier era. A Gamemaster eager to run a Legacy era campaign has two ways to deal with this quandary: Allow players to create new characters using options available in any era, or allow players to bring the characters they are currently playing into the new campaign. It is not necessary for players to abandon their beloved characters once the Gamemaster decides to advance the timeline.

HEROES FROM ALL ERAS

A Gamemaster can run a new campaign that allows players to choose character options or backgrounds from any era. Whether a player wants to play a Mandalorian Neo-Crusader, a Jedi General from the Clone Wars, or a Rebel spy, you can still set your campaign during the Legacy era. The solution is to allow the player in question to create the character he or she wants, then bring that character forward in time to the Legacy era. This also works for players who are invested in heroes they are already playing but also want to have adventures in the Legacy era.

HEROES FROM THE PAST

One of the most iconic moments in the *Star Wars* saga happens in *The Empire Strikes Back* when Han Solo is frozen in carbonite. Carbon freezing, though presented as dangerous in the films, has been used several times to place a character in hibernation, effectively halting their aging process. Of course, the side effects of such a long period of inactivity (known as hibernation sickness) can sometimes be debilitating for a short period of time; however, carbon freezing is an effective way to bring a character into the Legacy era. All the Gamemaster needs to do is decide how the character came to be frozen in carbonite, what happened to the carbonite block to leave it undisturbed for years, and how the heroes in the Legacy era come across it and unfreeze their new companion.

Another option is to have a hero preserved in an oubliette. An oubliette is an ancient Sith device that resembles a large, elaborate sarcophagus. Any creature inside the oubliette when it is sealed is effectively put into stasis. Very few of these devices exist; despite their rarity, they serve as a great (and safe) way to bring heroes forward from the past into the Legacy era. They also present an excellent opportunity for Gamemasters to introduce other Sith-related artifacts into the game, perhaps hidden in secret compartments within the oubliette. The discovery of an oubliette is unlikely to remain a quiet event in the Legacy era, with hundreds of Sith Lords present in the galaxy.

A somewhat more mystical method of bringing heroes forward in time is to have them spend the intervening years on the planet *lego*. For reasons unknown, living beings that visit *lego* cease to age or suffer from ailments or diseases. Something about the planet halts the ravages of nature and time. That is not to say that nothing on *lego* can die—that is far from the truth. However, heroes can land on *lego* and spend decades, even centuries, on the idyllic world without growing a day older. Upon leaving *lego*, the heroes find themselves embroiled in Legacy era plots without having aged a day since they first arrived there.

Droid heroes, on the other hand, require almost no effort to bring forward into the Legacy era. Droids can effectively “live” forever provided they are not damaged beyond repair. Bringing a droid hero forward in time requires some explanation for what the droid has been doing in the intervening years. Perhaps the droid has been languishing, deactivated, in a junk dealer’s shop on an Outer Rim world, or perhaps it has spent the intervening years in the service of a noble family on a peaceful world where adventure has not come calling for some time. The only decision that the player and the Gamemaster need to make together is whether or not the droid has received a memory wipe since its last adventure—a decision that determines just how much knowledge of the past the droid can impart to the rest of the party.

USING HEROES FROM CAMPAIGNS PAST

The Legacy era is all about how the past influences the present, and heroes from previous campaigns can return—albeit briefly as characters under the Gamemaster’s control—to guide the actions of heroes in the current campaign.

When using characters from past campaigns in Legacy era storylines, a Gamemaster must be careful to keep their actions consistent with how they acted while under player control; the player of a grim, tough-as-nails soldier from a previous campaign isn’t likely to appreciate stories about his former character fleeing a battle in fear.

One good way to use heroes from the past is to have them appear in recordings. With this method, the Gamemaster introduces recorded messages—be they holographic, video, or audio—that feature heroes from older campaigns, using them as plot hooks or clues to some mystery in an



adventure. This plot device effectively limits player interaction with their former characters and requires minimal preparation on the Gamemaster’s part. A recording usually offers an incomplete picture, especially if the recording has been damaged or corrupted. A recorded message can be used to advise heroes in a time of need, point them toward their next adventure, or even mislead them. A damaged recording, once repaired, can even point to some reward, such as the hiding place of a heavily modified tramp freighter—perhaps the same ship the players once acquired in a previous campaign!

In the course of an adventure, the heroes might acquire a holocron containing information left behind by a Jedi hero from a previous campaign. Holocrons are extremely rare and valuable, meaning that word of a holocron's existence alone is likely to attract the heroes' attention. However, when the players discover that one of their previous heroes is the gatekeeper of the holocron, it makes the object valuable not only to the characters but to the players as well. Holocrons with gatekeepers modeled after heroes of the past require a bit more preparation on the part of the Gamemaster, since players can interact with the gatekeeper. Although the gatekeeper's knowledge is limited, the Gamemaster must be ready to answer some of the players' questions, rather than provide a stock, predetermined amount of information. Such a holocron makes a great reward for Jedi heroes, affording them access to knowledge from past campaigns and opening up some interesting possibilities for Legacy era adventure design that, for once, relies on player knowledge of past events instead of character knowledge. In essence, the holocron serves as a conduit for what players know of past adventures, funneled through the gatekeeper and imparted to their Legacy era heroes.

The Gamemaster also has the option to bring heroes from the past into the Legacy era as nonplayer characters, using the methods described in the "Heroes from the Past" section, above. This offers many of the same advantages as a holocron but presents many pitfalls. A Gamemaster must be careful not to allow these past heroes to steal the spotlight from the current heroes. Additionally, the Gamemaster must keep a tight rein on these characters so that their knowledge and abilities aren't abused by the players. It's one thing to have a former hero resurface to provide some much-needed guidance to the current crop of heroes; it's quite another to have the returning character follow the heroes around and do their "dirty work" for them, like some over-the-hill sidekick.

Having heroes from past campaigns reappear briefly in a Legacy era campaign reinforces one of the key themes of the setting. When used sparingly, such occasions demonstrate to players how the deeds of past characters can continue to impact galactic events, even if the characters themselves are no longer alive to witness them. Additionally, the timely reappearance of a beloved character allows the Gamemaster to bring a sense of closure to the hero, especially one who had lots of potential for interesting stories that never got off the ground, either because the campaign ended too soon or because the player left the game.

VECTOR

The *Vector* storyline introduced in Dark Horse Comics provides Gamemasters with an excellent example of a way to bring characters from the past into the Legacy era. In the *Vector* story, a Jedi Shadow by the name of Celeste Morne becomes trapped in an oubliette, a Sith device that serves as a stasis pod and preserves the life of the person sleeping inside. After thousands of years, the oubliette is unearthed by miners and then sold to smugglers, who in turn sell the oubliette to a historian who hands it over to none other than Darth Vader.

The *Vector* story does more than bring a character from the past into the future. Along with Morne comes all of her knowledge of the Old Republic and its technology, as well as history of the Jedi Order that has likely been lost in the passage of time. Moreover, the oubliette also houses an artifact known as the Muur Talisman, which has the ability to create and control creatures known as rakghouls, as well as the spirit of a long-dead Sith Lord named Karness Muur. When Darth Vader opens this oubliette, he unleashes not just a Jedi from the past but also a plague of rakghouls, an ancient Sith Lord spirit, and an artifact of great power. When you decide to use one of the above devices to bring characters forward into the Legacy era, be mindful of the other things that can be brought forward at the same time, as they open up many possibilities for adventure and campaign design.

HEROIC LEGACIES

One of the central themes of the Legacy era is the concept that a person's life is influenced by the actions and accomplishments of his or her ancestors. Families carry with them reputations that can last for generations, and in the *Star Wars* universe, a familial legacy is far more than just a reputation; it is a mark of one's talents and abilities. The *Star Wars* saga, and the Legacy era in particular, highlights the concept that a being can inherit some skills, talents, strengths, and weaknesses from his or her parents. Anakin Skywalker is an excellent pilot, and so too is Luke Skywalker. Han Solo is a skilled mechanic and a cunning warrior, and so too is Jaina Solo. Baron Soontir Fel is a dedicated, driven, and disciplined man, and so too is his son, Jagged. In the Legacy era, these same traits manifest themselves in the lives of characters such as Roan Fel and Cade Skywalker, whose ancestors were heroes of note and who have been handed responsibilities by way of their heritage.

In a Legacy era campaign, players have the opportunity not only to play characters with interesting family secrets but also characters whose names echo through history. One of the most appealing aspects of playing in a Legacy era campaign is that players can be Skywalkers and Solos, and then decide the extent to which their legacies guide their characters' actions.

Rules for legacies are presented in Chapter 2.

HEIRLOOM ITEMS

Over the course of galactic history, certain items, including weapons and armor, have been made famous by their owners. The personal blaster rifle of a hero of the Mandalorian Wars or a lightsaber wielded by a dreaded Sith Lord is more than just another piece of equipment; it is a piece of history. It has become legendary because it is strongly associated with the power and destiny of its owner and is closely tied to that person's fate; for example, Ulic Qel-Droma's lightsaber and Exar Kun's battle armor were both integral in helping those characters fulfill their destinies. Such rare items are classified as heirloom items, and each is unique. Thus, they are highly sought-after by collectors, heroes, and villains alike.

An heirloom item carries a benefit that persists until the item's destruction. Such a benefit is the result of either the original owner's tinkering or a side effect of being present when a character's destiny is fulfilled.

The rules for heirloom items are optional. Any Gamemaster who adopts the destiny system is free to include heirloom items in his or her campaign as well.

HEIRLOOM ITEMS RULES

An heirloom item is created whenever a character fulfills the legacy destiny (see page 21). In order for an heirloom item to come into being, the item must be present when a character fulfills his or her destiny (see page 112 of the Saga Edition core rulebook). The Legacy destiny imparts this benefit as soon as the character's destiny is fulfilled. A character who gains an heirloom item in this fashion chooses one of the following effects, which is then applied to the item, whether it is a particular weapon, suit of armor, or other item in the character's possession. Typically this item is one of particular significance to the character.

Additionally, when a character with a destiny dies in pursuit of his or her destiny, instead of the normal effect (Force Spirit, Noble Sacrifice, or Vengeance) that character can choose to create an heirloom item instead. This character need not have the Legacy destiny to gain this effect.

Heirloom item effects are discussed below.

Extra Modification

When an item becomes an heirloom item, the owner can modify the item a second time using the Tech Specialist feat (see page 21 of *Starships of the Galaxy*).

Legendary Icon

When an item becomes an heirloom item, its fame spreads throughout the galaxy. When carrying the heirloom item in plain sight, you gain favorable circumstances on all Charisma-based skill checks (except Use the Force checks).

Steeped in the Dark Side

When an item possessed by an agent of evil becomes an heirloom item, some of its owner's evil becomes infused in the item itself. Once per encounter, while carrying or using the heirloom item, you can apply a destiny bonus equal to one-half your Dark Side Score on any one attack roll or skill check made before the end of your turn. Applying this bonus increases your Dark Side Score by 1.

Symbol of the Light

When an item possessed by a good person becomes an heirloom item, it becomes a beacon of light that staves off the darkness. When carrying or using the heirloom item, once per encounter, as a reaction, you can impose a penalty on any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This penalty is equal to the target's Dark Side Score.

SAMPLE HEIRLOOM ITEMS

Below are three sample heirloom items plucked from the *Star Wars* saga, with statistics based on the rules provided above.

Anakin Solo's Lightsaber

After Anakin Solo dies on the planet Myrkr, his lightsaber finds its way into the hands of Ganner Rhysode and even Anakin's uncle, Luke Skywalker, who wields it in a duel against Supreme Overlord Shimrra. The weapon is returned to Han Solo, who lays his son's lightsaber to rest in Chewbacca's memorial tree on Kashyyyk.

In the Legacy era, Anakin's lightsaber could fall into the hands of a Jedi Padawan sent on a special mission to Kashyyyk to retrieve the weapon as a rite of passage for reaching knighthood.

Anakin Solo's Lightsaber: Medium lightsaber (2d8 damage) and symbol of the light. Once per encounter, as a reaction, the wielder can impose a penalty on any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This penalty is equal to the target's Dark Side Score. In addition, its wielder ignores restrictions on Sense Force and Sense Surroundings imposed by Yuuzhan Vong.

HEIRLOOM LIGHTSABERS

A Force-sensitive character who acquires an heirloom lightsaber can attune himself or herself to the lightsaber, gaining the benefits of the weapon as though he had constructed the weapon originally. The character in possession of the heirloom lightsaber must spend 24 hours meditating over the weapon and spend a Force Point to attune the weapon. From that point on, the character is treated as the weapon's builder and gains the normal bonus for being attuned to the lightsaber; this can only be done with heirloom lightsabers, not other characters' lightsabers.

Boba Fett's Mandalorian Armor

The famous bounty hunter Boba Fett wore a special suit of patchwork Mandalorian armor for decades. The Mandalorian armor is outfitted with dozens of special modifications, making it the ideal suit of armor for any bounty hunter or mercenary.

Upon his death, Boba Fett's armor would have been split up into separate pieces to be worn by other members of his clan to honor him, as per the Mandalorian tradition. Reassembling Boba Fett's armor might be the subject of a personal quest undertaken by a hero in a Legacy era campaign, or the reassembled suit could be worn by an enemy wishing to capitalize on the armor's legendary status.

Boba Fett's Mandalorian Armor: Medium Mandalorian battle armor with an extra modification (+9 armor bonus to Reflex Defense, +2 equipment bonus to Fortitude Defense).

Chewbacca's Bowcaster

The favored weapon of the loyal and dedicated hero Chewbacca, this bowcaster represents decades of battle prowess in the hands of one of the greatest Wookiees of all time.

Perhaps the bowcaster is handed down after Chewbacca's death to his descendants, a hero worthy enough to carry on Chewbacca's legacy.

Chewbacca's Bowcaster: Medium bowcaster (3d10 damage) and legendary icon (grants favorable circumstances on Charisma-based skill checks, except for Use the Force checks).

Emperor Palpatine's Lightsaber

This red-bladed lightsaber belonged to one of the galaxy's most fearsome dictators. Constructed in the style of all Sith lightsabers, Emperor Palpatine's lightsaber practically drips with the dark side of the Force.

This lightsaber is a sacred artifact to the Sith of the Legacy era, and any hero who comes to possess it will likely be stalked by agents of Darth Krayt until the weapon is secured.

Emperor Palpatine's Lightsaber: Medium lightsaber (2d8 damage) steeped in the dark side. Once per encounter, while carrying or using the lightsaber, the wielder can apply a destiny bonus equal to one-half his or her Dark Side Score on any one attack roll or skill check made before the end of the wielder's turn. Applying this bonus increases the wielder's Dark Side Score by 1.

Han Solo's Heavy Blaster Pistol

This iconic BlasTech DL-44 heavy blaster pistol, the preferred sidearm of the galaxy's most famous smuggler, could have been handed down through the Solo family, or it might have been entrusted to a respected friend of the Solo family, such as Wedge Antilles or one of his descendants. It's also possible that the weapon might have found its way into the private collection of an arms dealer, waiting for heroes to steal it.

Han Solo's BlasTech DL-44: Modified heavy blaster pistol (3d8+2 damage) with an extra modification (+1 equipment bonus on attack rolls).

Luke Skywalker's Lightsaber

Once the lightsaber of Anakin Skywalker before his transformation into Darth Vader, this blue-bladed lightsaber was given to Luke Skywalker by Obi-Wan Kenobi on Tatooine and served as Luke's primary weapon until the fateful duel on Cloud City. Years later, the lightsaber reappeared in the hands of Luke's clone, and was then handed down through the Skywalker family via Mara Jade Skywalker and their son, Ben Skywalker.

The heroes might come into possession of this iconic lightsaber simply by being a member of the Skywalker lineage, or perhaps the weapon is recovered from the remnants of the Ossus academy following the Sith-Imperial War.

Luke Skywalker's Lightsaber: Medium lightsaber (2d8 damage) and legendary icon (grants favorable circumstances on Charisma-based skill checks, except for Use the Force checks).

"YOUR FATHER'S
LIGHTSABER. THIS
IS THE WEAPON
OF A JEDI KNIGHT.
NOT AS CLUMSY
OR RANDOM AS A
BLASTER . . . AN
ELEGANT WEAPON
FOR A MORE
CIVILIZED TIME."

—OBI-WAN KENOBI

EVERYTHING HAS A PLACE

Everything has a place in a Legacy era campaign. As the farthest point forward in the *Star Wars* chronology, the Legacy era avoids the hangups of earlier eras when it comes to the appearance of certain objects, vehicles, or species. For Gamemasters concerned with preserving continuity, this era should prove liberating. Very little from *Star Wars* lore should be considered off-limits; every piece of technology, every species, and every event that is a part of *Star Wars* history has a place in your game. In a Legacy era campaign, X-wings can face off against *Predator*-class starfighters in a battle above Endor without causing continuity issues.

This freedom puts the breadth of *Star Wars* lore at the Gamemaster's disposal. If you are the Gamemaster, exploit this fact. Pick and choose your favorite elements from various eras, and then combine them together in interesting ways to craft your Legacy era campaign. Find things you like and use them as a starting point, ignoring the time period from which the elements are drawn. For example, if you have a fondness for the Mandalorian Neo-Crusaders of the distant past but also love the military vehicles used by the Republic in the Clone Wars, and you want to have a campaign that involves fighting against both the Sith and the Empire, then you can (and should!) do so. One could easily combine these elements together to create the basis of a campaign: A group of upstart Mandalorians have resurrected the Neo-Crusader movement and bought a cache of surplus Old Republic military vehicles, retrofitted to serve their needs. As these Neo-Crusader revivalists move out into the galaxy, they hire themselves into the service of a Sith Lord tasked with breaking up the supply lines of Roan Fel's Empire. When the heroes get involved, they find themselves fighting Mandalorians armed with Republic weapons and vehicles, caught in the middle of a struggle between Roan Fel loyalists and the Imperial forces under the Sith Lord's control. By the end of your campaign, the heroes have a chance to shatter the Neo-Crusader resurgence, battle the forces of the Empire, earn the favor of Roan Fel's Empire-in-exile, and defeat the Sith Lord in whose affairs they have meddled.

The example above illustrates the possibilities of setting a campaign in the Legacy era. Legacy era campaigns also give players a wide variety of material to draw upon for the design of their heroes, which can lead to more interesting groups as well as players who are more engaged in their characters. After all, a player that gets to play the kind of character he or she wants to play is likely to be a happy player who will want to see that character survive and evolve.

Given the open palette of source material available in the Legacy era, a Gamemaster is wise not to rule anything out. Find a way to make things work. If you really like something from another era, the Legacy era is practically designed to make it work. This goes just as much for Gamemasters as it does for players; do not turn away material simply because it wasn't specifically designed for play in the Legacy era. Be creative, seek out explanations when necessary, but don't be afraid to include those things that excite you about the *Star Wars* universe.

EVOLVING DESIGNS

For the most part, technology advances at a slow pace in the *Star Wars* universe. At least in game terms, blaster pistol technology hasn't changed much since its introduction in the days following the Great Sith War. Occasionally there are significant leaps in technology, such as the advent of the modern navicomputer, but for the most part technology seems to stay at about the same level. This does not mean that *Star Wars* technology has stagnated; rather, it means that many of the technological improvements over the years occur at a level that it imperceptible to us as the audience. Blaster technology has no doubt improved over thousands of years, but by and large blasters work the same as they did long ago.

When dealing with the introduction of older technology from bygone eras, Gamemasters have a few options for how to integrate that technology into a Legacy era campaign. One method is to simply create new technology based on classic designs; for example, the X-83 TwinTail fighter is clearly an evolution of the popular X-wing and evokes a similar feeling in those who see it. However, its design is firmly rooted in the Legacy era, and it simultaneously provides both a sense of wonder at its newness and a sense of nostalgia at its similarity. Gamemasters can take a lesson away from this design in creating ships, weapons, and even droids that draw inspiration from past eras but still retain a sense of the unknown that comes with new technology.

For example, say you have a player in your campaign who is very interested in the HWK-290 space transport (Kyle Katarn's *Moldy Crow*, found on page 118 of *The Force Unleashed Campaign Guide*). As the Gamemaster, you can take advantage of the player's interest by creating a new ship in the same spirit; perhaps this ship is a throwback to that classic design, created by nostalgic engineers from the Corellian Engineering Corporation. The new ship, the HWK-2000, is a sleek, aerodynamic interpretation of the original ship's frame, outfitted with the most cutting edge space transport technology. In that player's hands, the transport becomes both a connection to the ship he already knows and loves yet is full of the same mysteries as any new ship. It might look like an updated version of the *Moldy Crow*, but it comes with its own quirks and secrets, and it gives the heroes a chance to become a part of the new ship's history, making their own mark on the space transport's legacy.

WEAPON AND VEHICLE TEMPLATES

Instead of presenting a new, evolved design based on a classic element, Gamemasters can choose to simply take a piece of older technology and introduce it directly into their Legacy era campaigns. The following four templates represent two methods of introducing older technology into the Legacy era. The antiquated template represents a weapon or vehicle from the recent past that doesn't take advantage of modern technological advancements but still is recent enough to be mostly effective. Refitted weapons and vehicles, on the other hand, represent older technology that has been rebuilt, replacing out-of-date technology with Legacy era improvements; for example, a refitted A-wing may have had its weapons, engines, and computer systems removed and replaced with similar but highly advanced components common in the Legacy era.

If you own the *Starships of the Galaxy* supplement, the archaic ship template and the advanced ship template also serve similar purposes. Unlike the templates presented below, the templates from that book represent more drastic changes that represent significant departures from the basic design. In a Legacy era campaign, you should use the archaic ship template on any ships from the Old Republic time period (well before the Clone Wars), and the advanced ship template to create new Legacy era designs based on ships from the past. For vehicles and weapons from the Clone Wars, the Dark Times, or the Galactic Civil War, use the antiquated template below.

Weapon Template: Antiquated

This weapon template can be applied to any weapon that doesn't appear in the Saga Edition core rulebook and represents pre-Legacy era technology. Most antiquated weapons are still fully functional but do not take advantage of the latest technological advancements.

Cost: Antiquated weapons have their prices increased by 10% due to rarity.

Availability: All antiquated weapons gain the Rare availability, if they do not already have it.

Energy Cells and Power Packs: Energy cells and power packs for antiquated weapons cost 50% more than a standard energy cell or power pack. Unless otherwise specified, an antiquated weapon cannot use standard energy cells or power packs, only antiquated energy cells or power packs.

Repairs: Antiquated weapons do not use modern technology and are likely to be unfamiliar to most weaponsmiths. An antiquated weapon increases the base DC of any Mechanics checks made to build or repair the weapon by +5.

Refitting: An antiquated weapon can be refitted (see the Mechanics skill, page 31). Apply the refitted template to the base weapon instead of the antiquated template.

Weapon Template: Refitted

When a character refits a weapon, he or she upgrades its interchangeable parts with components that use the latest advances in weapon technology. Refitted weapons have the following changes to their statistics.

Cost: Refitted weapons have their prices increased by 20% due to rarity and the innate cost of refitting the weapon.

Availability: All refitted weapons gain the Rare availability, if they do not already have it.

Energy Cell: A refitted weapon can use standard energy cells and power packs. Additionally, weapons that use power packs to provide ammunition have their number of shots that can be fired before the power pack must be replaced increased by 10%.

Repairs: Since refitted weapons combine antiquated technology with modern components, sometimes the weapon must be treated gently and repairs can be challenging. A refitted weapon increases the base DC of any Mechanics checks made to repair the weapon by +5.

Maintenance: Unlike normal weapons, refitted weapons require extra maintenance to ensure that they continue to function as expected. Once per week the weapon must receive regular maintenance, which requires 1 hour of work (no Mechanics check required, though a tool kit is necessary to perform the maintenance). Failure to perform this maintenance moves the weapon -1 persistent step down the condition track for each day it does not receive maintenance after one week.

Vehicle Template: Antiquated

Antiquated vehicles are relics from recent history; maybe a few of these vehicles can be seen plying the space lanes, but many are either novelties or vehicles that are barely holding themselves together. While not so old as to be called archaic, these vehicles have not rolled off of the assembly lines in a long while.

CL: Reduce the base ship's CL by -2.

Threshold: An antiquated vehicle's superstructure lacks many of the advancements that hold the vehicle together when struck by modern weapons fire. Reduce the vehicle's damage threshold by 25%.

Base Attack Bonus: An antiquated vehicle lacks updates to sensors that overcome modern vehicles' defensive countermeasures. Apply a -2 penalty to the vehicle's base attack bonus and all attacks made with its vehicle weapons.

Availability: All antiquated vehicles gain the Rare availability, if they do not already have it.

Cost: Antiquated vehicles are only available at their used sale price. If an antiquated vehicle does not have a used sale price, calculate it as 60% of the original new price. All antiquated vehicles are considered to be used.

Repairs: Antiquated vehicles do not use modern technology and are likely to be unfamiliar to most ship engineers. The base DC of any Mechanics checks made to build or repair the antiquated vehicle increases by +5.

Refitting: An antiquated vehicle can be refitted (see the Mechanics skill, page 31). Apply the refitted template to the base vehicle instead of the antiquated template.

Vehicle Template: Refitted

A refitted vehicle is an older model from years past that has had its internal components upgraded to take advantage of advances in modern technology. A refitted vehicle maintains the basic structure of the original vehicle but has the latest and greatest parts available in the current era.

Cost: Refitted vehicles are only available at their used sale price + 20% for the cost of refitting.

Availability: All refitted vehicles gain the Rare availability, if they do not already have it.

Repairs: Since refitted vehicles combine antiquated technology with modern components, sometimes the vehicle must be treated gently and repairs can be challenging. A refitted vehicle increases the base DC of any Mechanics checks made to repair it by +5.

Maintenance: Unlike normal vehicles, refitted vehicles must be given extra maintenance to ensure that they continue to function as expected. Once per week the vehicle must receive regular maintenance, which requires 1 hour of work (no Mechanics check required, though a tool kit is necessary to perform the maintenance). Failure to perform this maintenance moves the vehicle -1 persistent step down the condition track for each day it does not receive maintenance after one week.

AGE OF SHADOW

The Legacy era is a time of darkness and violence in the galaxy not seen since the rise of Palpatine's Empire. There are several elements of the Legacy era that Gamemasters should emphasize in their adventures to help reinforce just how grim the situation has become.

THE DARK SIDE

During the Legacy era, the dark side holds great power throughout the galaxy. It's more than just a function of having the Sith in power; the Jedi have been diminished and everywhere violence, hatred, and selfishness rule supreme. If the influence of the dark side waxes and wanes, during the Legacy era it reaches peaks unseen except during the grimmest times in galactic history.

One can emphasize the pervasiveness of the dark side in a variety of ways. First, make liberal use of dark side Force-users, including Sith acolytes, spies, Sith Lords, Jedi who have turned to the dark side, and the occasional Force-sensitive bounty hunter. Next, introduce sites and locales where the power of the dark side is palpable; set adventures at the sites of great battles in which the Sith and the Empire were victorious over the Galactic Alliance and the Jedi, or places where many Jedi were slain in a single attack by bounty hunters or the Empire. Introduce locations where the dark side manifests itself in the form of visions or even physical danger, such as the cave on Dagobah, but have such locations appear in multiple adventures. Give the heroes little chance to visit safe havens, and do not be afraid to repeatedly tell Force-sensitive heroes that they feel constant discomfort at the strength of the dark side at various adventuring locales.

SITH OVERLORDS

Unlike the Dark Times of Palpatine's Empire, the galaxy is now under the heels of overt and openly declared Sith Lords. The heroes of a Legacy era campaign should come across these Sith Lords, or at least evidence of their work, on a regular basis. Gamemasters shouldn't be afraid to use Sith Lords on a regular basis, as their abundance is one of the biggest advantages of setting games in the Legacy era. This does not mean, however, that the heroes necessarily have to fight the Sith at every turn; there are more subtle ways to use the Sith in adventures. For example, your heroes might come across a recording of a Sith Lord wiping out a cell of Roan Fel loyalists, only to discover in the recording that one of the loyalists managed to escape. Unless the heroes have made overt enemies of the Empire, or of a particular Sith Lord, not every physical encounter has to end in violence, and the heroes might cross paths with a Sith Lord while pursuing similar goals.

Introduce the Sith early, and often. Low-level heroes stand no chance of slaying a Sith Lord outright, but that does not mean that their adventures cannot include a Sith Lord. Holograms, video messages, and other communication methods allow you to bring a Sith Lord into a campaign without worrying about the heroes being outmatched in a fight. Use the Sith as allies, if possible; perhaps the heroes are contacted by a Sith Lord who commandeers their vessel for clandestine transport to an Outer Rim location, or the heroes are hired by the Sith to retrieve a captured enemy of the Empire. Using the Sith as allies early on makes the eventual conflict with those Sith Lords later in the campaign all the more exciting.

JEDI BOUNTY

The Jedi have been all but wiped out, but some still remain at large. As a result, the Empire has placed a massive bounty on the heads of Jedi. If you have Jedi heroes in your campaign, emphasize the feeling of constantly being pursued. Have bounty hunters appear on the Jedi heroes' trail, showing up frequently to harry them. If the Jedi acts overtly without taking caution to conceal his abilities, feel free to have the agents of the Empire show up shortly thereafter, having been tipped off by witnesses. As Jedi heroes rise in levels and fame, their deeds are likely to attract unwanted attention unless they take precautions to hide their abilities. In every spaceport, the heroes encounter people who shun them for fear of being associated with the Jedi. Unscrupulous business partners try to exploit the heroes' need for secrecy, threatening to go to the Empire if their exorbitant demands are not met. Even the lowliest of scum in the galaxy knows that there is money to be made off of the Jedi, and average citizens fear for their lives when confronted with the prospect of being associated with rogue Jedi. No one wants a Sith Lord with a squad of Knights to show up on their doorstep.

SERVITUDE & SLAVERY

With the return of the Empire to power, tyranny has once more become the natural order of things. However, Darth Krayt knows that freedom is also a breeding ground for dissent, and as such he has abolished many of the anti-slavery laws that have been in place since the fall of Palpatine's Empire. Though still not condoned in the Core Worlds, along the Mid Rim and Outer Rim many of the safeguards put in place to deter slavery have been scaled back, opening the door for slaving outfits to flourish once more. The Empire itself has enslaved many populaces, including the Mon Calamari, forcing them to work for the Empire as punishment for defiance. In a Legacy era campaign, including slavers among the enemies that the heroes face helps reinforce the notion that the galaxy is sliding into barbarism, especially when the heroes realize that the Empire not only allows slavery but, in many cases, condones it.

More common than actual slavery is the indentured servitude that many "legitimate" crime lords engage in. Fringe heroes are likely to become entangled in indentured servitude themselves. Perhaps it begins when the heroes take out a loan to buy their own ship. Maybe they need more money to buy weapons and equipment, all of which their particular crime lord or loan shark is more than willing to provide. Once they have built up a sufficient debt, their creditor comes calling, backed by the kind of violent beings that haunt the dark alleys of Nar Shaddaa and Point Nadir. The creditors demand payment and a cut of the heroes' profits. Meanwhile, these same creditors start charging outrageous prices for starship fuel, ammunition, and even protection when the Sector Rangers come to them, looking for the heroes. They charge for information, and even for knowledge of what jobs are available. Soon, the heroes might find themselves growing deeper and deeper in

debt after every mission, forcing them to do their creditors' bidding or face the consequences of refusing to make good on their debts.

Such indentured servitude can be a great motivator for adventures, but be careful not to bog down the campaign with an overwhelming sense of hopelessness. (This is a game, after all.) By the time the heroes reach mid-levels, they should have a chance to throw off the shackles of their servitude. Just like the eventual showdown between the heroes of the Rebellion and Jabba the Hutt, eventually the heroes will realize that the only way to escape their debts is to deal with the crime lord directly, which can make for an exciting adventure filled with danger that results in the heroes achieving their own freedom and perhaps ridding the galaxy of a vile criminal in the process.

THE THREE-WAY WAR

One of the more exciting elements of the Legacy era is that, unlike the Rebellion era, the galaxy is embroiled in a conflict between three separate entities, no two of which get along with one another. Though Roan Fel's Empire-in-exile and the Galactic Alliance Core Fleet both oppose Darth Krayt's Empire, even those two factions cannot get along well enough to work together. When one factors in the Hidden Temple, yet a fourth faction that has not allied itself with any of the three primary factions, the Legacy era represents a time when the galaxy is fractured by allegiances to those factions.

To emphasize this fractured conflict, one can use each of the three major factions in adventures. Each faction might be chasing the same goal but for different reasons, bringing it into conflict with the other factions as well as unaligned heroes. Having encounters that feature multiple factions opposing both the heroes and one another not only creates a dynamic scene but also reinforces the notion that multiple power groups are working toward their own ends. Once the heroes decide to ally with a faction, things get really interesting: If the heroes make themselves known as allies of the Galactic Alliance, they might find themselves targeted not only by Darth Krayt but also Roan Fel's loyalists, forcing the heroes to fight not only the obvious enemy but also a faction that, under different circumstances, could have been their allies as well.

One of the tragedies of this three-way war is that there are allies to be found in nearly every faction. Though the Sith Lords themselves are thoroughly evil, even in Darth Krayt's Empire there are honorable men and women who could be friends and allies to the heroes. However, the nature of the three-way conflict makes each faction reluctant to trust anyone but members of their own group, and paranoia and fear causes potential allies to become suspicious of one another, many times ending up in conflict with one another simply because they do not know who to trust.

CHALLENGING ASSUMPTIONS

The Legacy era challenges basic assumptions about the galaxy and its inhabitants. Everyone knows that the Empire is evil, as evidenced by Darth Krayt's tyranny and violence. Yet there is more to the Empire. Roan Fel's Empire-in-exile is made up of honorable soldiers and bureaucrats who remained loyal to an Emperor who fought for both peace and order, and their version of the Empire has many noble ideals. Yet, within this faction can be found many worthy antagonists.

HEROES AND VILLAINS

One good way to challenge your players' assumptions is to introduce allies and antagonists who shift from one side to the other over time. For example, Cade Skywalker's story begins with him as a young Jedi, but later in life he turns into a bitter, violent bounty hunter, challenging our assumptions about the Skywalker lineage. Cade captures and turns in a fellow Jedi, Hosk Trey'lis, setting himself up as an enemy of the Jedi and something of a villain. However, Cade's guilt eventually gets to him, and he allows himself to be captured in order to free Hosk from the Sith. Cade oscillates between hero and villain often enough that it is difficult to have any assumptions about the character at all.

Similarly, your heroes might come across enemies and allies who fit neatly into archetypes until they break out of them. Consider the ally-turned-enemy, such as the fatherly Galactic Alliance general who turns out to be a revenge-driven madman willing to sacrifice anyone and anything in pursuit of his vengeance. Similarly, consider the enemy-turned-ally, such as the Sith acolyte who must maintain a convincing façade of loyalty to her masters as a means of getting close enough to assassinate Darth Krayt. When the heroes first encounter the acolyte, they might fight against her before learning her true motivations.

Additionally, some characters might move from villain to hero and back multiple times throughout a campaign. A bounty hunter torn between her need to survive and her loyalty to her husband—a Jedi in hiding—might capture Jedi heroes in the hopes of throwing suspicion off of herself and her husband. An officer in Roan Fel's Empire might defect to join the Galactic Alliance, only to reveal himself as a double-agent who hopes to unite the two factions. The Legacy era presents a blurry line between good and evil. Gamemasters can capitalize on this element of the time period by introducing allies and antagonists whose roles in the story—as heroes or villains—change every time the heroes think they have figured them out.

SECRET IDENTITIES


Another common thread among the major players in the Legacy era is that of the secret identity. Moff Nyna Calixte secretly maintains an alter-ego of Morrigan Corde, an Imperial agent with far more freedom to act than the Moff herself. Similarly, the Imperial Knight Azlyn Rae maintains an alter-ego as a bounty hunter (her profession in the time between her Jedi training and her recruitment into the Imperial Knights). A good way to challenge the heroes' assumptions about a character is to reveal secret identities. When the heroes discover that the violent crime lord they have been serving is secretly also a high-ranking officer in Galactic Alliance intelligence, their plans to topple the crime lord might change with that revelation.

Secret identities work best when they accomplish two goals: providing drastic contrast to the character's public face, and allowing the character to function in a vastly different role than their main persona. The first goal is simply a matter of taking the basic assumptions the heroes have about that character and finding an alter-ego that is strongly opposed to that role; as Morrigan Corde, Nyna Calixte watches out for her son Cade and tries to help him escape the Empire, but she herself must prove her unwavering loyalty and cruelty as an Imperial Moff. The second goal is accomplished by taking a different approach to how the character achieves her goals. As an Imperial Moff, Nyna Calixte uses politics, subtlety, and manipulation to achieve her ends, but as Morrigan Corde she uses big blasters, explosives, jet packs, and violence to accomplish her goals.

When creating a secret identity, it is best to create the primary identity for the NPC first, then look at the character's philosophies and goals and give the alter-ego seemingly conflicting goals. Next, do the same with their methodology. Over time, these characters might have to sacrifice their primary identities or their alter-egos to save themselves, which can be an interesting story element for the heroes to deal with. When the time comes for that choice to be made, the heroes might have to convince the character to side with them, casting the other identity aside and fully assuming the role of their ally. Conversely, if things go badly, the character might discard his or her allegiance to the heroes and instead become a full-time adversary. When this moment comes, be sure that the heroes have a chance to influence this outcome, as they will likely gain an ally or enemy for the remainder of the campaign.

CHAPTER VIII GALACTIC GAZETTEER





Although hyperspace travel in the Legacy era is the lifeblood of the Empire, only a few worlds, if any, are beyond the reach of the Empire. The ramifications of the Sith-Imperial War are felt from the Core Worlds to the Deep Core.

This guide provides basic information on the planets of the galaxy with the same focus on the characters and events presented elsewhere in the *Galactic Gazetteer*.

SPACE TRAVEL

During the Legacy era, space travel throughout the galaxy has been impacted in the same way it was during Palpatine's reign. With the Empire in control, the lanes are patrolled by Imperial Star Destroyers, smugglers, and Galactic Alliance activity. Customs officers of the Imperial Space Ministry inspect trade ships approaching Imperial control. Suspicious cargoes are confiscated, and crew members are detained for questioning on a whim, and ship travel logs are thoroughly scrutinized.

The Core Worlds and the Deep Core are once again heavily patrolled by the Empire, resulting in a new Deep Core Security Zone and a Core Worlds Security Zone. Within these zones, space travelers are highly scrutinized, and only those with proper authorization may move freely between these worlds. Coruscant and other fortress worlds in the Core and Deep Core are now guarded by entire fleets of Star Destroyers and similar cruisers. The bulk of the Empire's naval might is concentrated in these areas, and smugglers risk not only their livelihoods but also their lives slipping in and out of Imperial worlds.

Much of the security of the Core and Deep Core is maintained by a Hyperspace Security Net. This consists of a combination of space stations placed along common hyperspace routes, Imperial Navy patrol flotillas, and gravity mines designed to pull starships out of hyperspace. Through this Security Net, the Empire is able to perform random inspections of the starships coming into and leaving the Core Worlds, and stop attacks against protected planets.

PLANETS OF THE LEGACY ERA

This section provides a brief gazetteer detailing information on a variety of planets throughout the galaxy. Each entry lists not only pertinent information for the Gamemaster but also Knowledge check DCs for players. This sort of information allows the GM to determine how much a character (and not necessarily the player) knows about a given world.

BASTION

Region: Outer Rim

Climate: Temperate

Gravity: Standard

Moons: 1

Length of Day: 24 standard hours

Length of Year: 363 local days

Sapient Species: 94% Human, 1% other

Government: Empire

Capital: Sartinaynian City

Major Exports: Military supplies

Major Imports: Foodstuffs, high technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Bastion is a fortress world on the Outer Rim and once served as the capital of the Galactic Empire.
- 15 The planet is currently under the control of Roan Fel and his Empire-in-exile, and it is defended by a massive space fleet.
- 20 Non-Imperials are not allowed to visit Bastion, as the threat of an attack on Emperor Fel is too great.
- 25 Bastion is also the home of the Imperial Knights, the lightsaber-wielding bodyguards of Emperor Fel.

KNOWLEDGE (TACTICS)

DC Result

- 20 The planet's defensive systems are nigh impenetrable. Bastion is as well defended as Coruscant, which is why Darth Krayt has not launched an attack on the planet.
- 25 The Sith are constantly looking for ways to infiltrate Bastion, and they have offered a 1-million-credit reward to anyone who can penetrate the planet's defenses.

AN AT-AHT ON BASTION.



CHAMPALA

Region: Inner Rim

Climate: Temperate

Gravity: Standard

Moons: 3

Length of Day: 27 standard hours

Length of Year: 318 local days

Sapient Species: 99% Chagrian, 1% other

Government: Democracy (currently under Imperial rule)

Capital: Tidros

Major Exports: Luxury goods

Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Champala, the homeworld of the Chagrian species, is a planet covered in oceans with small, narrow continents.
- 15 The spaceports on Champala are constructed on high-altitude plateaus, safe from the drastic shifts in water levels during the tides.
- 20 Many cities on Champala are built both on land and under the oceans, with the two connected by tunnels and sealed tubes. Those who cannot breathe in water must be careful not to go to submerged zones without a proper breathing apparatus.
- 25 Some Chagrian cities on Champala are nearly fully submerged during high tides, allowing the Chagrians to swim between buildings and even floors on the same buildings.

CSILLA

Region: Unknown Regions

Climate: Frozen

Gravity: Standard

Moons: 3

Length of Day: 25 standard hours

Length of Year: 462 local days

Sapient Species: 99% Chiss, 1% other

Government: Oligarchy (the Chiss Ascendancy)

Capital: Csaplar

Major Exports: None

Major Imports: Foodstuffs, luxury goods

KNOWLEDGE (BUREAUCRACY)

DC Result

- 10 Csilla is the home of the Chiss Ascendancy, a government that rules over all Chiss-controlled worlds.
- 15 The Chiss Ascendancy is led by aristocratic noble houses.
- 20 Darth Krayt's Galactic Empire allows the Chiss Ascendancy to retain much of its autonomy. It controls the Ascendancy by making many heads of the Chiss houses into high-ranking officials within the Empire.
- 25 The Galactic Empire has given the Chiss control over large tracts of the Unknown Regions, making the Chiss Ascendancy the Empire's proxy in these areas of the galaxy.

KNOWLEDGE (GALACTIC LORE)

DC Result

- 15 Csilla is the homeworld of the enigmatic Chiss, who hail from the Unknown Regions and have only been major participants in galactic affairs for the past century.
- 20 Csilla is a frigid world, having been plunged into an ice age several millennia ago.
- 25 The Chiss live in cities buried in the ice of Csilla, where they can use the heat welling up from the interior of the planet to keep their environment livable. Most of the cities on Csilla are connected by subterranean tunnels, through which speeder traffic travels.

DALUUJ

Region: Outer Rim

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 28 standard hours

Length of Year: 391 local days

Sapient Species: 88% Human, 6% Yuuzhan Vong, 6% other species

Government: Empire

Capital: Oldranai

Major Exports: None

Major Imports: Foodstuffs, luxury goods, technology



MT DROPSHIPS ON DALUUJ.

KNOWLEDGE (GALACTIC LORE)**DC Result**

- 10 Daluuj is a lightly populated Outer Rim world covered in barren canyons and muddy slopes.
- 15 Despite being one of the many human colonies in the Outer Rim, the world has only a sparse population spread out in villages and small cities.
- 20 The Empire has only a small presence on Daluuj, occupying an Imperial fortress that has been standing on the world since the days of Emperor Palpatine.
- 25 Many Yuuzhan Vong relocated to Daluuj to take advantage of its breathable atmosphere. They steer clear of the other settlements, living in isolation.

1600**Region:** Outer Rim**Climate:** Temperate/tropical**Gravity:** Standard**Moons:** 42**Length of Day:** Not applicable**Length of Year:** Not applicable**Sapient Species:** 40% Human, 60% other**Government:** Tribal**Capital:** None**Major Exports:** None**Major Imports:** None**KNOWLEDGE (GALACTIC LORE)****DC Result**

- 15 Iego is a mysterious world adrift in the Extrictarium Nebula. It does not orbit a star, but a large number of moons orbit it, giving it the "Thousand Moons system" miniker.
- 20 Iego is impossible to pinpoint with normal star charts or navicomputers, and only a small handful of spacers know how to reach the planet safely. The world is believed to be home to a race of Angels and a race of Demons.
- 25 Many ships that approach Iego never return. Those who claim to have visited Iego tell stories of people who have lived there for hundreds or thousands of years.

**KNOWLEDGE (LIFE SCIENCES)****DC Result**

- 25 Iego is home to the Diathim and the Maelibi, creatures with seemingly supernatural powers. In galactic lore, they are better known as Angels and Demons, respectively.
- 30 Those who live on the planet Iego benefit from its strange properties, never aging as long as they remain on the world.

KLATOOINE**Region:** Outer Rim**Climate:** Arid**Gravity:** Standard**Moons:** 1**Length of Day:** 26 standard hours**Length of Year:** 286 local days**Sapient Species:** 99% Klatooinians, 1% other**Government:** Aristocracy (under Hutt rule)**Capital:** Veneron**Major Exports:** Labor**Major Imports:** Luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Klatooine, a desert world, is home to the Klatooinian people.
- 15 Klatooine is in Hutt space, and its people are bound into Hutt service for most of their lives. The Hutts rule over Klatooine through the planet's Council of Elders.
- 20 The planet is the home of the Klatooinian Trade Guild, which (with Hutt oversight) lures in desperate spacers and chains them to a life of debt and blackmail.
- 25 Deep beneath the surface of Klatooine are vast reserves of a liquid known as wintrium, which, when allowed to cool, creates a solid substance similar to transparisteel.

LOK

Region: Outer Rim

Climate: Arid

Gravity: Standard

Moons: 2

Length of Day: 24 standard hours

Length of Year: 316 local days

Sapient Species: 20% Human, 80% other species

Government: None

Capital: None

Major Exports: None

Major Imports: Foodstuffs, luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Lok is a remote, desolate world covered in volcanoes and large lakes filled with sulfuric acid.
- 15 Though possessing a harsh landscape, Lok has a breathable atmosphere and serves as a haven for smugglers, pirates, and other criminals.
- 20 Despite being known as a haven for criminal activity, the Empire has no interest in Lok, and so it has abandoned all interests on the world.
- 25 Lok is the home of Brogar's Safe House, a place where criminals can pay a local crime lord (an Advosse named Brogar) for protection against the government, bounty hunters, or other criminals.

MUNTO CODRU

Region: Outer Rim

Climate: Temperate

Gravity: Standard

Moons: 1

Length of Day: 26 standard hours

Length of Year: 368 local days

Sapient Species: 99% Codru-Ji, 1% other species

Government: Tribal (currently under Imperial rule)

Capital: Capital Codru

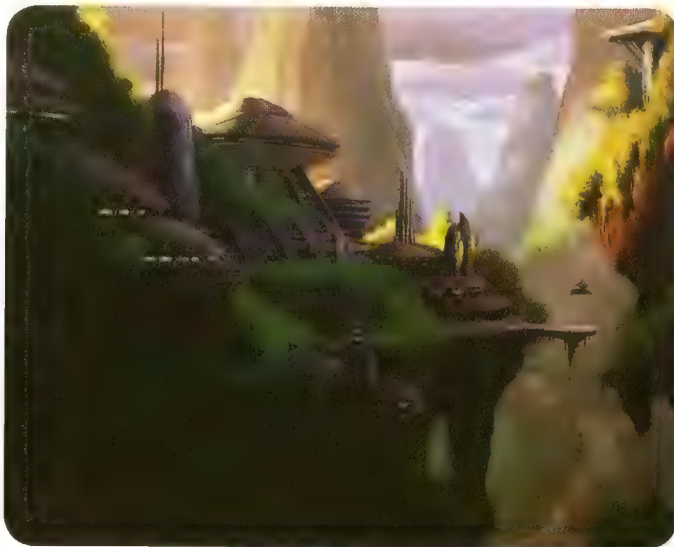
Major Exports: None

Major Imports: Luxury goods, technology

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Munto Codru, the home of the Codru-Ji people, is a world covered in mountains and forests.
- 15 The planet is relatively isolated and has little industry, making it of minimal value in the galactic economy.
- 20 The ruins of an ancient, extinct civilization litter the surface of Munto Codru. Castles stand scattered across the world even in modern times. The ancient castles are considered by most Codru-Ji to be haunted or are regarded as places of ill omen. Thus, locals avoid them.



MUNTO CODRU

KNOWLEDGE (LIFE SCIENCES)**DC Result**

- 15 Codru-Ji adults are four-armed humanoids with vaguely canine features.
- 20 Young Codru-Ji, or wyrwulves, are quadrupedal wolflike creatures. They remain in this form until the end of their juvenile years.
- 25 A wyrwulf enters a cocoon and remains there for several weeks before emerging in its adult humanoid form.

NAGAI**Region:** Unknown Regions**Climate:** Arid**Gravity:** Standard**Moons:** 0**Length of Day:** 24 standard hours**Length of Year:** 348 local days**Sapient Species:** 99% Nagai, 1% other species**Government:** Dictatorship**Capital:** Kotokai**Major Exports:** None**Major Imports:** None**KNOWLEDGE (GALACTIC LORE)****DC Result**

- 15 Nagi is the ancestral homeworld of the mysterious Nagai. It is a mountainous world with soaring peaks and deep, wide valleys.
- 20 Nagi has a very thin upper atmosphere, causing its sun's rays to bombard the peaks of the planet's mountains with solar radiation. Nagai cities are built in the valleys where the sun's rays are deflected by the mountains, casting the cities in shadow.
- 25 Nagi was overrun by alien invaders known as Tofs. Though the Nagai eventually liberated their world with the help of the Mandalorians, remnants of the invasion can be seen all over the planet.
- 30 The Nagai have a colony—a fortress world on the Outer Rim called Saijo. When the Empire reclaimed the galaxy, they also reclaimed Saijo, which remains one of the most heavily-defended worlds on the Outer Rim.

NEUTRALIZER-CLASS BOMBERS ATTACK OSSUS.

**OSSUS****Region:** Outer Rim**Climate:** Temperate**Gravity:** Standard**Moons:** 2**Length of Day:** 31 standard hours**Length of Year:** 231 local days**Sapient Species:** 15% Ysanna, 10% Human, 75% other species**Government:** Tribal (Ysanna); Jedi rule**Capital:** Knossa**Major Exports:** None**Major Imports:** Technology**KNOWLEDGE (LIFE SCIENCES)****DC Result**

- 20 Ossus is home to a species known as the Ysanna. They are remnants of the ancient Jedi civilization that lived on the world before the Great Sith War.
- 25 The Ysanna have a particularly strong connection to the Force.

KNOWLEDGE (GALACTIC LORE)

DC Result

- 20 Ossus, once a desolate and unforgiving world, was ravaged during the Great Sith War by the destruction of the Cron Cluster. The planet was reinvigorated by Kol Skywalker's Ossus Project. Thanks to the terraforming efforts of Yuuzhan Vong shapers, Ossus is now a lush planet covered in forests.
- 25 Ossus was home to the Jedi until Darth Krayt's Empire wiped out the temple there. The ruins of the Jedi temple remain, and rumor has it these ruins are filled with artifacts of the Jedi Order.
- 30 The planet's greatest city, Knossa, still stands (albeit in ruins) despite the ravages of time. Many locals inhabit the ruins, attempting to restore the city to its once great status.

SOCORRO

Region: Outer Rim

Climate: Arid

Gravity: Standard

Moons: 0

Length of Day: 20 standard hours

Length of Year: 326 local days

Sapient Species: 90% Human, 10% other species

Government: Organized crime/tribal

Capital: Vakeyya

Major Exports: Water, nether ice

Major Imports: Metals, high technology

KNOWLEDGE (GALACTIC LORE)

DC Result

- 15 Socorro is a wild, uncivilized world covered in distinctive black sand deserts. Smugglers, bounty hunters, and all manner of criminal scum are attracted to the world and have bases there.
- 20 Socorro has no unifying government and is fought over by various criminal organizations. Small tribes of Humans and near-Humans also live on the world, but they stay clear of civilization.
- 25 The *Crimson Axe*, a ship owned by the Feeorin pirate Rav, is grounded near an ancient sarlacc pit on Socorro. It serves as a base of operations for Rav's gang, as well as a bounty post, gambling hall, and cantina.

SRILUUR

Region: Outer Rim

Climate: Temperate/Arid

Gravity: Standard

Moons: 5

Length of Day: 22 standard hours

Length of Year: 295 local days

Sapient Species: 82% Weequay, 8% Houk, 10% other species

Government: Clans (currently under Imperial rule)

Capital: Meirm City

Major Exports: Gems and minerals

Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC Result

- 10 Sriluur is a remote world inhabited by the native Weequay people. It sits along the trade route known as the Sisar Run.
- 15 Sriluur is covered in rocky badlands and deserts, making it a harsh place to live. The Weequay have adapted to this environment and are quite at home on other arid worlds.
- 20 The planet was colonized centuries ago by the Houk. Though the Weequay claim dominion over Sriluur, the Houk colonies have remained in place despite frequent conflicts between the two species.
- 25 Although under Imperial rule, Sriluur has strong ties to the Hutts, and trade is common between Sriluur and worlds in Hutt Space.

ZELTROS

Region: Inner Rim

Climate: Temperate

Gravity: 0.92 standard

Moons: 2

Length of Day: 25 standard hours

Length of Year: 312 local days

Sapient Species: 91% Zeltrons, 9% other

Government: Popular monarchy

Capital: Zeltros

Major Exports: Art objects, entertainment, luxury goods, technology

Major Imports: Gourmet consumables

KNOWLEDGE (GALACTIC LORE)**DC Result**

- 10 Zeltros is a luxurious planet where the wealthy of the galaxy go to relax and unwind.
- 15 Zeltros is constantly in a state of celebration, and hedonism is not just acceptable but also encouraged.
- 20 The planet is covered in exquisite architecture and beautiful artwork. The people of Zeltros value beauty in all its forms, and many who come to the planet are so enchanted that they never leave.
- 25 Although well-defended, Zeltros has been invaded several times. However, each invasion has ultimately failed, as the Zeltron pheromones make it difficult for invading forces to remain focused, allowing the planet's defenders to retake the world.

ZONAMA SEKOT**Region:** Unknown Regions**Climate:** Temperate**Gravity:** Standard**Moons:** 0**Length of Day:** 23 standard hours**Length of Year:** 380 local days**Sapient Species:** 44% Ferroan, 20% Langhesi, 32% Yuuzhan Vong, 4% other species**Government:** Autocracy (Sekot)**Capital:** None**Major Exports:** None**Major Imports:** None**KNOWLEDGE (GALACTIC LORE)****DC Result**

- 20 Zonama Sekot is a mysterious world that is covered in rainforests, jungles, rivers, and plains. It teems with natural life.
- 25 Zonama Sekot has appeared in multiple locations and currently resides in the Unknown Regions, where it has been since the start of the Sith-Imperial War.
- 30 Many Yuuzhan Vong relocated to Zonama Sekot after their failed invasion of the galaxy. When the planet moved to the Unknown Regions, it left large numbers of Yuuzhan Vong behind.
- 35 Zonama Sekot is actually the seed of an extragalactic planet called Yuuzhan'tar, which was destroyed by the Yuuzhan Vong during bloody civil wars.

KNOWLEDGE (LIFE SCIENCES)**DC Result**

- 20 Zonama Sekot is a single, highly symbiotic ecosystem. The planet itself is considered to be one enormous organism.
- 25 The inhabitants of Zonama Sekot have learned to manipulate the living world's unique ecology to create living starships, similar to those piloted by the Yuuzhan Vong.
- 30 Sekot, the sentient mind of the planet, is both intelligent and Force-sensitive, though its skill with the Force is untrained at best.

KNOWLEDGE (PHYSICAL SCIENCES)**DC Result**

- 25 Zonama Sekot can propel itself through hyperspace. When the world is threatened, it shields its inhabitants and travels through hyperspace to its new destination.

PLANETARY UPDATES

Many familiar planets undergo significant changes over the decades between the Galactic Civil War and the Sith-Imperial War. Some of these planets are quite different in Legacy era campaigns, and the updates in this section should provide Gamemasters with enough information to use these planets in this era.

BESPIN

Largely untouched by the Yuuzhan Vong invasion, Bespin continues to profit and prosper after the rise of the Galactic Alliance. Still a major shipper of Tibanna gas, Bespin's location makes it less than ideal for most large-scale mining operations to attempt to control, allowing smaller operations to set up shop and reap a tidy profit. However, with the return of the Empire, restrictions on the sale of Tibanna gas to non-government entities come back in force. This, in turn, forces many small operations out of business, driving their owners off of Bespin to seek cheaper places to make a living.

As a result of this exodus from Bespin, Cloud City is somewhat in decline. Coupled with the surging popularity of more mobile shadowports and fringe-friendly locales such as the Wheel, Cloud City has become a darker and more dangerous place. With fewer wealthy, respectable citizens capable of supporting Cloud City's government, cutbacks have eliminated much of the Wing Guard, leaving the city even more lawless than before. With much of the city abandoned, the current Baron-Administrator (a shrewd Ithorian named Ormo Haddon) has attempted to revitalize the economy by ordering all of the businesses and residential areas to move to more central locations, creating a populated nexus of commerce surrounded by abandoned outskirts. The outskirts of Cloud City are dark, empty places where shady dealings take place, and the honest citizens of Bespin avoid them.

BOTHAWUI

With their influence and power largely restored following the damage done by unscrupulous Bothans in the founding days of the Galactic Alliance, the people of Bothawui find themselves once more under the heel of Imperial oppression. Unlike his predecessors, Darth Krayt knows that the Bothans cannot be trusted to sit idly by while their power and influence is taken away by the Empire. Rather than allowing Bothawui to once again foment rebellion, Krayt orders his Moff's to offer prestigious positions throughout the Empire to Bothans with influence on Bothawui, setting them up with large payrolls and giving them a great deal of power in the new Empire. Bothan leaders who refuse the bribes of the new Empire meet a more sinister fate.

Krayt orders that Imperial Intelligence base its operations on Bothawui. While the Director of Imperial Intelligence resides on Coruscant, the main force of Imperial Intelligence now operates in the heart of the Bothan SpyNet and keeps a close eye on the Bothans for signs of treason. Similarly, many high-ranking members of the SpyNet are recruited into Imperial Intelligence.

Imperial indoctrination of Bothan nobles and spies creates unrest and civil strife on Bothawui. Bothawui is a world of two minds—one loyal to the Empire thanks to bribery, and one resenting those who abandoned their Bothan pride for the promises of the new Empire. The citizens of Bothawui squabble among themselves, and sometimes these squabbles break out into violence, with many Bothans living in fear of their fellow citizens and the Empire alike.

CEREA

Never a world to get wrapped up in galactic events, Cerea has attempted to remain outside of the reach of the Empire with a modest amount of success. Cerea has little military or economic value, so the Empire has been content to leave Cerea under light Imperial supervision, with only a few frigates patrolling the space nearby. Though the Cereans are content to be left alone and offer little in the way of resistance, word of Cerea's light Imperial presence has reached the ears of those who would defy the Empire. Cerea has become a common rallying point for former members of the Galactic Alliance, Jedi in exile, and other rebels seeking a place to rest and recuperate far from the Sith. Individuals and small groups have flocked to Cerea to seek refuge for short periods of time, and a small network of local sympathizers has sprung up to help those fleeing from the Empire.

Unfortunately, the majority of the Cerean population does not sympathize with those who would defy the Empire, and in fact sees them as a source of trouble that is far from wanted. As a result, individuals coming to Cerea in search of refuge must be discreet, as the Cereans are just as likely to turn troublemakers over to the Empire. Though the Cereans have no love for the Imperials, the last thing they want is more strife and a greater Imperial presence on their world. In fact, dissidents who flee to Cerea usually need to hide from the locals more than the Empire, as the latter group simply does not have the manpower to maintain thorough patrols.

CORUSCANT

Under Darth Krayt, the capital planet of the Galactic Alliance has now become the capital planet of the Galactic Empire. Coruscant has been returned almost perfectly to its state under the reign of Emperor Palpatine, with Star Destroyers constantly in orbit over the world, stormtroopers on every street corner, and Sith Lords lurking in the shadows. Coruscant under the direct rule of the Sith has become a dark and forbidding place, and while it is still the center of galactic civilization, it has become more like a shadowy fortress world than the cosmopolitan home of Imperial nobility. Moreover, Darth Krayt does not tolerate any unrest, dissent, or lawlessness under his watchful eyes. Summary executions are common for even the most casual of offenses.

The citizens of Coruscant live constantly in the frightening shadow of the Sith. Sith Lords come and go on a daily basis, and whispers among the citizenry claim that some of the more sadistic Sith come down from Krayt's temple to practice with their lightsabers on innocent individuals, hunting the people of Coruscant through the darkened alleyways with sadistic pleasure. The Imperial nobles and bureaucrats who live on Coruscant are not immune to these fears, and only the foolish or the forsaken dare walk alone on the streets at night. Despite the Imperial crackdown, crime is rampant, especially in the lower levels where the Imperial presence is lightest.

DORIN

In the past, Dorin's location between two black holes has aided in its defense. However, even two black holes could not protect it from the Empire. Dorin has become one of several planets that are known as "ransom worlds"—worlds under Imperial control whose inhabitants are oppressed in order to achieve another goal. Early in the reign of the new Empire, the Sith Lord charged with ruling over Dorin used the Imperial Navy to blockade all of the known safe routes into and out of the Dorin system. With the planet blockaded and the delivery of supplies strictly controlled, the Sith ordered that the best and brightest Kel Dor volunteer their services to the Empire or their people would suffer. Forced to comply or watch their world be devastated, many Kel Dor entered Imperial military service. Kel Dor engineers now work as Imperial weapons designers, and the greatest minds on Dorin now work only in the service of Darth Krayt.

With its greatest citizens forced to serve the Empire, Dorin is left to struggle along on whatever the Empire provides. Although the Empire has blockades in place, brave, foolhardy, and skilled smugglers have discovered secret routes into the world. Dubbed the "Dorin Run" by those who traverse them, these passages are dangerous, and many starships have been shredded by gravitational forces trying to reach or flee the ransom world. Smugglers can earn a handsome profit delivering much-needed foodstuffs, medical supplies, and other goods to Dorin under the nose of the Empire, though with the threat of being sucked into a black hole or blasted to pieces by an Imperial Star Destroyer ever present, only the most reckless smugglers even make the attempt.

DURO

Once polluted to the point of being uninhabitable, Duro has been returned to its lush natural state by the Yuuzhan Vong terraforming efforts. Duro's loyalty to the Galactic Alliance, however, has forced the Empire to subjugate the entire world. With its favored son, Gar Stazi, leading the remnants of the Galactic Alliance Core Fleet, Duro has become a world commonly held up by the Empire as an example of what happens when you defy the Sith and Imperial law. Duro has an incredibly high Imperial presence, nearly as high as any Core world. The strategic value of Duro is great: Controlling Duro means controlling one of the most-used hyperspace lanes into and out of the Core.

The new Empire is not so dismissive of the talents of non-Human races as Palpatine's Empire once was. As a result, the Empire has pressed many talented Duros pilots, mechanics, and starship engineers into service. The Imperial Naval Academy has one of its largest branches on Duro, where the most talented Duros pilots and navigators are required to provide instruction to the next generation of Imperial pilots and capital ship crewmen. As a result, the Empire's newest naval recruits are far more skilled than those of the past, taking advantage of the cumulative wisdom of one of the galaxy's oldest spacefaring species.

GAMORR

Gamorr remains largely unchanged throughout the rise and fall of galactic powers. Gamorreans continue to work as mercenaries throughout the galaxy, and the Empire takes a largely hands-off approach to Gamorr (after all, convincing Imperial nobles and bureaucrats to move to the planet is hardly worth the effort). However, despite the planet's relative isolation, a number of Gamorreans have been approached by remnants of the Galactic Alliance and employed as additional muscle on seditious missions. Unfortunately, the Gamorrean love of violence is hardly enough to convince Gamorr to support actions against the Empire, forcing those that seek Gamorrean mercenaries to strike better deals. As a result, most contracts with Gamorrean mercenaries call for the mercenaries to retain possession of any weapons, vehicles, and

gear that are captured from the Empire. Of course, few on Gamorr know how to maintain such vehicles, so there is a growing collection of scrapped Imperial hardware lying in swamps and junk heaps all across Gamorr.

IRIDONIA

Given the planet's history, it comes as something of a shock when Iridonia openly expresses support for the Galactic Empire and welcomes it as the new government. When Darth Krayt seizes power, Iridonia is among the first worlds to openly pledge its allegiance to the new Emperor. After suffering devastation at the hands of numerous galactic invaders and conquerors, the leaders of Iridonia decide to support the new regime rather than resist it, and as a result the Zabrak have been rewarded. Traditionally a species that produces many Force-sensitive beings, several Zabrak have been recruited into Darth Krayt's new Sith and continue to serve him as overlords of entire planets and sectors. The planet Iridonia has contributed more apprentices to the new Sith Order than any other world, a fact that has prompted Darth Krayt to consider Iridonia one of the primary training places of his Sith Lords.

Iridonia's colonies are more reticent in their acceptance of Sith domination. Several of the colonies rebel against the new Empire, despite the wishes of the Iridonian government. Since the colonies are independent entities, the Iridonian Zabrak do little to stop them. Two Zabrak colonies are completely wiped from the face of the galaxy, with *Pellaeon*-class Star Destroyers using orbital bombardment to reduce the planets to rubble. After these two colonies are destroyed, the remaining five colonies surrender to Imperial forces. As punishment for their betrayal, the Sith Lord in charge of Iridonia and its colonies orders that the Feldrona colony be transformed into a prison planet. This colony is cordoned off and placed under tight Imperial control. The Empire now uses this Iridonian colony as a place where criminals are exiled to live under the rule of the Empire.

ITHOR

Ithor is a mere shadow of the lush, verdant world it once was. Devastated during the Yuuzhan Vong invasion and transformed into a barren, lifeless, and uninhabitable world, it is currently on a road to recovery.

When Kol Skywalker's Ossus Project is first announced, Ithorian scientists are skeptical that the Yuuzhan Vong would be able to terraform their world once more. They abandon the Ossus Project in favor of rebuilding their planet's ecosystem using the ancient techniques involved in the terraforming of Telos IV. Though slower than the Yuuzhan Vong method, the Ithorians believe that it is the more responsible approach.

Modern Ithor is somewhere between its once-fertile state and the barren, harsh landscape that it is trying to leave behind. Much of the planet's surface remains rocky and dry, but genetically engineered plants designed to restore the land have begun to grow. Unfortunately, the harsh landscape calls for equally harsh flora, and as a result many consider the world too dangerous to visit. Unlike the peaceful, verdant world it once was, Ithor is a planet struggling to survive, with dangerous plant and animal life slowly transforming the planet's soil and atmosphere into something livable. Visitors to Ithor must still wear breath masks due to the large number of toxins in the air, but environment suits are no longer necessary. The Empire has largely left Ithor to its own devices, believing the recovery of the world to be a lost cause.

KASHYYYK

Darth Krayt and his Empire did not forget Kashyyyk's contributions to overthrowing Palpatine's Galactic Empire. However, knowing that the Wookiees could not be bribed as easily as, say, the Bothans, the Empire has blockaded the world and destroyed all of the Wookiee shipyards and spaceports. No Wookiees are allowed to approach or leave Kashyyyk without an Imperial order, which must come from at least a regional governor. Supplies and traders can come and go, pending Imperial inspection, but the Wookiees themselves must remain isolated. HoloNet access to Kashyyyk has been completely cut off, and traders approaching Kashyyyk must be licensed by the Empire (a process that requires that the trader swear, under penalty of death, to provide no information on the state of the rest of the galaxy to the Wookiee inhabitants).

Aside from the blockade, however, the Empire has largely left Kashyyyk alone. The Sith Lord in charge of the Kashyyyk blockade knows all too well that it's not wise to upset the Wookiees, and has no intention of oppressing or enslaving the natives as the Empire did once before. Instead, the Empire keeps Kashyyyk isolated, while carefully monitoring all traffic coming to or leaving the world. Some Wookiees argue that the imposed isolation is giving Kashyyyk everything its inhabitants always wanted, and that they should let the Empire have its blockade. Others are not so eager to accept Imperial decrees about who can come and go, though far too few are willing to support open insurrection. Still, Wookiees who are offworld when the blockade is imposed don't like being separated from their families by the Imperial Navy, and some are willing to risk capture to rejoin them.

AN MC-24A SPACE TRANSPORT ABOVE THE MON CALAMARI SHIPYARDS.



MON CALAMARI

Arguably no planet suffers more from Imperial rule than Mon Calamari. When Darth Krayt seizes power, the Empire converts all of the shipyards above the watery world to production facilities for Imperial starships. Mon Calamari quickly becomes one of the primary sources of new Star Destroyers, with a ring of shipyards around the planet capable of cranking out large numbers of capital ships. This capability, however, leads to Mon Calamari's downfall.

The Galactic Alliance, with help from Mon Calamari insiders, steals a prototype Star Destroyer from the Mon Calamari shipyards. In a rage, Lord Krayt orders the extermination of one-tenth of the Mon Calamari people. The rest of the Mon Calamari have been rounded up and placed in work camps. Darth Krayt is using the people of Mon Calamari as an example of what will happen when people openly defy the Empire, and he has made a promise to eventually exterminate not only the people of Mon Calamari but also their

culture, history, and any other lasting effect they might have on the galaxy. Mon Calamari is a world currently transformed into massive concentration camps under ruthless Imperial oppression.

NABOO

A world with a largely Human population, it is no surprise that Naboo adjusted more easily to Imperial rule than other worlds. Though still possessed of a strong independent streak, the people of Naboo come to accept their status under Emperor Roan Fel, who proves to be a far more benevolent than Palpatine ever was. Naboo becomes the site of one of the largest Imperial Missions in the galaxy, and many people from Naboo truly believe that Roan Fel can bring peace to the galaxy, despite the Empire's continuing war against the Galactic Alliance.

All of that changes when Darth Krayt drives Roan Fel out and seizes the Imperial throne for himself. The once-loyal Imperial world of Naboo suddenly finds itself ruled over by the vicious Sith, something they cannot abide. Naboo remains loyal to Roan Fel, and when news of his Empire-in-exile reaches the ears of the people of Naboo, many support opposing Darth Krayt's Empire and allying themselves with Fel once more. However, unlike Bastion, Naboo cannot so easily repel the combined forces of Krayt's Empire, and so its people are forced to remain loyal to Roan Fel in secret. At present, Naboo is, outwardly, a world loyal to the Galactic Empire, but under the surface there runs a strong current of loyalty to the deposed Emperor. Though the ruling Sith have not caught on to the treasonous thoughts of the Naboo just yet, many fear it is only a matter of time before Naboo must choose between being crushed by the Sith or fighting them off to join Fel's Empire-in-exile.

NAR SHADDAA

Like Ithor and Coruscant, Nar Shaddaa was devastated by the Yuuzhan Vong. When the invaders are driven off, however, many of the smugglers and other criminals who had fled the planet begin to return, using the newly terraformed moon as a shadowport. Though Nar Shaddaa has not returned to its status as an ecumenopolis, small cities have been rebuilt across the moon. These cities form the core of what has become the Nar Shaddaa shadowport, a haven for thieves, assassins, smugglers, bounty hunters, crime lords, and other members of the fringe. The Hutts have once again asserted their dominance over Nar Shaddaa, rebuilding that which was destroyed.

The Empire is well aware of the reconstruction of Nar Shaddaa, and Imperial vessels raid the world from time to time, seeking to capture known criminals. However, Hutt pressure on Imperial bureaucrats (namely in the form of bribes, but threats of violence can be effective even against the Empire) has earned Nar Shaddaa something of a respite from Imperial authority. Though no Sith rules over Nar Shaddaa and the Empire does not have a presence there, the Hutts keep a wary eye out for Jedi and others on the Empire's bounty list, sending bounty hunters to capture the marks and turn them over to the Empire. This arrangement keeps the Empire happy while still lining the Hutts' coffers. The Smuggler's Moon is far from a safe port for enemies of the Empire, but it is still a hotbed of all manner of criminal activity.

RODIA

Rodia is currently one of the most dangerous planets in the galaxy. Its wildlife was drastically manipulated by the Yuuzhan Vong, and today the rainforests of the planet teem with deadly predators previously unknown to the galaxy. Fortunately, this suits the Rodian people just fine, as it has given them new creatures to stalk and hunt. Over the past century, the people of Rodia have reveled in the dangers introduced to their world and have grown to be even greater hunters than ever before.

The Imperial bounty on Jedi is yet another boon to the Rodian people. Rodia proudly claims that no planet has claimed more Jedi bounties than it since Darth Krayt's decree, and the Empire has shown favor to the world as a result. As long as the Jedi bounties keep being brought in, the people of Rodia see greatly favorable treatment, especially compared to other worlds. The Rodians have even set up hunting academies to teach people from other planets how to properly hunt a Jedi, though as the number of Jedi still on the run dwindles, so too does participation in these schools. Still, Rodia remains largely independent, with minimal Imperial interference, and is currently ruled over by a Grand Protector who has long been on the payroll of Imperial bureaucrats.

RYLOTH

Twileks are proven survivors, no matter what may come their way. The harsh environment of Ryloth prepares its people well for weathering adversity. Given the world's minimal military value, the Empire does not interfere in Ryloth's affairs to any great degree. However, many Twi'leks have shown a strong aptitude for the Force, and as such Sith recruiters travel to Ryloth every few months to scoop up anyone who might possess even the slightest hint of Force sensitivity. Children are taken from their homes and transported to Coruscant, where they train in the ways of the dark side and, if they are strong enough, rise to the rank of Sith Lord. Many Twi'leks resist, but when a ship full of Sith Lords arrives on Ryloth, most prefer to run and hide, hoping that the Sith will pass over their homes and leave in peace.

Though occasionally troubled by Sith recruiting raids, Ryloth is remarkably untouched by Imperial oppression. Only a token garrison exists on Ryloth, and Imperial ships only pass by Ryloth on patrol once every few weeks. For the inhabitants of Ryloth, this means continuing to go about their lives as they always have. The recurring Sith raids make the planet a bad place for Jedi to hide, but other rebellious groups and remnants of the Galactic Alliance use Ryloth as a staging point where plans are made and wounds are tended to. The Twi'lek people are usually happy to accommodate these visitors—for a hefty price—and so far the Empire has yet to sniff out seditious activity on Ryloth. Moreover, the Empire has lifted the ban on slavery that the Galactic Alliance put in place, meaning that the Twi'lek slave trade flourishes once more.

SULLUST

One of the worlds violently opposed to the Empire, Sullust falls under tight Imperial control after the Sith-Imperial War. Like Dorin, Sullust has become a ransom world, as the Empire leverages the planet's safety to get what it needs from the SoroSuub corporation. In exchange for SoroSuub's cooperation, the Empire has agreed not to punish Sullust for siding with the Galactic Alliance in the Sith-Imperial War. SoroSuub, in turn, must keep at least 80% of its production facilities manufacturing Imperial vehicles, starships, and other vessels, which are sold to the Empire at ludicrously discounted prices. Most of SoroSuub's manufacturing facilities are producing items that are not even of SoroSuub design, meaning that much of the Sullust's population is working for the Empire at no gain to the planet except their own safety from reprisal.

Forced into a desperate situation, the citizens of Sullust have begun to dig deeper into the crust of their world, building underground cities closer to the planet's core. These Sullustans see no alternative to this dangerous endeavor, and within these cities they build new manufacturing facilities that are unknown to their Imperial overseers. The factories produce SoroSuub products that are clandestinely transported offworld and sold on the open market, creating a secret source of revenue that the SoroSuub corporation has been using to keep the population of Sullust alive and their economy intact. The secret of these subterranean cities is closely guarded. If word of these secret cities was to reach the Empire, the repercussions could devastate the entire world.

TATOOINE

As always, Tatooine is just too far away from the Core to be of much significance. Though Darth Krayt actually hails from Tatooine, the Empire largely ignores the world. The Empire has a small garrison in Mos Eisley, and others in Anchorhead and Mos Espa, but there is not even a Sith Lord assigned to watch over Tatooine. Instead, most of the Imperials stationed on the dry world wish they were somewhere else, and a Tatooine post is usually a sign of falling out of favor with the Imperial bureaucracy. The settlements on Tatooine still provide smugglers and all kinds of scum a good place to rest and find a drink, proving that some things never change.

TRANDOSHA

With the blockade of neighboring Kashyyyk, Trandosha has become the new influential power in the Kashyyyk system. Unlike the Wookiees, the Trandoshans have shown no penchant for causing strife with the Empire, and the planet has been rewarded for it. Most of the commerce that once went through Kashyyyk is now flowing through Trandosha, giving the natives a much-needed economic boost. With the influx of credits, Trandosha is taking great steps to upgrade its cities and technology. The government of Trandosha is hoping that, with Kashyyyk out of the picture, their world will finally become a major power in the galaxy. New money also means new weapons and new starships, and thanks to favorable deals with the Empire, Trandosha has become a significant military power.

The Empire has granted Trandosha the authority to patrol its star system for Wookiees who have violated the blockade on Kashyyyk, with the authority to use lethal force on any suspected Wookiee smugglers. Furthermore, since the rise of Darth Krayt, Trandosha has become a primary trade hub for nearby inhabited systems, forcing planets like Boz Pity, Sriluur, and Togoria to deal with the Trandoshans or pay exorbitant prices to have trade goods shipped in from other regions. Trandosha is a world receiving a quick influx of credits and power, and the Trandoshans are using that power to bully neighboring worlds, all with the endorsement of the Empire. Trandosha's bullying is hardly restricted to nearby systems, either; the planet has begun making threats against worlds as far away as Hapes, Mana'an, and Nal Hutta, attempting to force those worlds to bow to their will or face the Trandoshans' wrath.

CHAPTER IX THE GALACTIC ALLIANCE





The Galactic Federation of Free Alliances rules the galaxy from late in the Yuuzhan Vong invasion until its defeat at the hands of the resurgent Empire around a hundred years later. Better known as the Galactic Alliance, this new government addresses the inefficiency and ineffectiveness of the New Republic government to counter the Yuuzhan Vong threat. Initially, member worlds include New Republic systems that had not succumbed to the Yuuzhan Vong threat, but they are soon joined by other major governments opposed to the invasion, including the Imperial Remnant, the Hapes Consortium, and the Chiss Ascendancy. The Galactic Alliance ultimately defeats the Yuuzhan Vong, with substantial aid from the Jedi and the newly allied military forces.

With the Yuuzhan Vong threat neutralized, the Galactic Alliance sets about the task of rebuilding the galaxy and reestablishing governmental control—a monumental task given that millions of beings had been killed or displaced, and many of the galaxy's major worlds were devastated or completely destroyed. During this difficult time, efforts are taken to ensure that no cry for help is ignored.

Threats to galactic unity continue to spring up regularly from sources outside of and within the Galactic Alliance. The Killik-Chiss crisis threatens to tear the Chiss Ascendancy from the Alliance and prompts the Jedi Order to remove itself from participating in direct policy-making for the galactic government. The Jedi become outside observers and counselors, plus strong supporters of the Galactic Alliance in the interest of galactic peace.

The Galactic Alliance-Confederation War erupts when the Galactic Alliance requires that all member worlds provide sufficient defense forces and fiscal support to justify their membership. Jacen Solo, aided by a Sith named Lumiya, manipulate the crisis and the Alliance government in a bid to seize galactic power. Through legal and political maneuverings, Jacen Solo and Supreme Commander Niathal displace the Chief of State Cal Omas. Jacen soon becomes Darth Caedus, and as his power grows, the Galactic Alliance weakens. The Jedi withdraw their support of the Galactic Alliance government under Jacen's rule, actively fight against him, and ultimately return the galaxy to a state of peace.

After decades of relative political stability, the Galactic Alliance face a new crisis. The Jedi spearhead a new initiative to repair worlds devastated by the Yuuzhan Vong invasion, with the aid of the Yuuzhan Vong themselves, partly in the hopes of repairing their image. While the initial results prove positive, the terraforming process leads to frightful mutations in certain populations. The newly resurgent Empire, no longer a Galactic Alliance member, uses the crisis to draw worlds into its influence and drives a wedge between the Galactic Alliance and those systems who remain part of it. Open war erupts as the Empire increases its influence and the Galactic Alliance loses system after system, as well as vital military support.

The Empire achieves ultimate victory at the Battle of Caamas. Admiral Gar Stazi, commander of the Galactic Alliance Core Fleet, refuses to surrender and flees with his ships. What's left of the Galactic Alliance surrenders to Imperial control and ceases to exist. The Empire preserves the Galactic Alliance bureaucracy, adapting the political and governmental services for the new regime. Galactic Alliance armed forces are integrated into the Imperial military or disbanded altogether if determined to be unreliable. Not long after the transfer of power, Darth Krayt overthrows Emperor Roan Fel and seizes the Imperial throne.

ORGANIZATION

The Galactic Alliance government evolves over the years. Through it all, the Alliance remains a constitutional federation of member worlds and allied autonomous states. The Galactic Senate, a less powerful version of the previous New Republic Senate, has the power to elect a single Chief of State. The Chief of State, in turn, appoints the Supreme Commander of the Galactic Alliance Defense Force, formerly the New Republic Defense Force. A strong court system maintains checks and balance, particularly over the Senate. The Chief of State is aided by a series of advisory councils. The Jedi hold positions on the councils for many years, but withdraw during the Killik crisis in order to separate the Jedi Order from the government.

In the years leading up to the Sith-Imperial War, the government continues to develop as the political situation warrants. By the time of its surrender, the Galactic Alliance contains the following offices, positions, and governing bodies:

THE TRIUMVIRATE

In order to prevent a single person from seizing power, as Jacen Solo did during the Galactic Alliance-Confederation War, the Chief of State position is officially and formally eliminated, and replaced by a three-person Triumvirate elected by the Senate. Within the Triumvirate, it takes a majority vote to set policies and make decisions. No single individual holds direct command over the armed forces or intelligence services. Individual Triumvirate members work directly with specific government offices and advisory councils.

The Triumvirate is charged with keeping the galactic government and bureaucracy running well. However, during the Sith-Imperial War, many of the Triumvirate's military plans fail, none more so than the decision to commit the Alliance Core Fleet and a major percentage of the Galactic Alliance's remaining forces to the Battle of Caamas. After the Imperial takeover, the Triumvirate remains as a political executive body, but one at the command of the Emperor, who appointed its members.

GALACTIC SENATE

Before the collapse of the Galactic Alliance, the Galactic Senate is the primary legislative body in the government. Senators represent regional sectors of space, with representatives of planets, systems, and smaller regions of space reporting to them. The Senate elects members of the Triumvirate and creates committees. As the spiritual successor to the Republic Senate and the direct successor to the New Republic Senate, it provides political continuity with the governments of the past. After the surrender of the Galactic Alliance, it remains intact as the new Imperial Senate, though its powers and influence are greatly diminished.

GALACTIC COURTS

At the height of the Galactic Alliance, the Galactic Courts are a strong balancing force within the government, watching for government abuse and corruption. Though not particularly speedy, the Courts prove much more effective than those of the Old Republic or New Republic. The highest of the Galactic Courts is the Supreme Court, its twelve members appointed by the Triumvirate and confirmed by the Senate.

Under the Empire, the Courts remain intact for criminal prosecutions and civil mediation, but they have been stripped of their government oversight powers.

THE JEDI ORDER

The Jedi Order holds no official government leadership position in the Galactic Alliance. However, members of the Order regularly provide advice and counsel to the highest echelons of the government. They also enjoy a special legal status that allows them to operate in support of Galactic Alliance officials and carry out their own matters with little governmental interference. The Jedi are also known to perform specific missions at the request of the Chief of State, and later, the Triumvirate.

MEMBER WORLDS AND SYSTEMS

Galactic Alliance member worlds and systems operate their own local planetary or regional governments. Systems are organized into sectors, each of which elects its own Senator to the Galactic Senate. Each elects its own senator to the Galactic Senate. In exchange for Galactic Alliance membership and defense, member worlds must agree to pay a percentage of their income to the Galactic Alliance government. They must also provide a set number of troops and/or starships to the Galactic Alliance Defense Force. For powerful worlds, this might include entire fleets.

ALLIED AUTONOMOUS REGIONS

Allied autonomous regions join the Galactic Alliance primarily for purposes of mutual defense. These regions rule themselves, handling virtually all internal matters without Galactic Alliance aid or direct influence. Their own laws and customs take precedence over Alliance legislation in most cases. As such, these states do not elect senators to the Galactic Senate. Instead, they send ambassadors and other representatives to Coruscant to negotiate or consult with Alliance officials, as needed. These regions contribute troops, ships, and fleets to the Galactic Alliance Defense Force, and in exchange, the Alliance agrees to protect the regions' interests.

The Imperial Remnant, the Hapes Consortium, and the Chiss Ascendancy are the largest and most prominent allied autonomous regions. Allied autonomous regions must be admitted as such when first joining the Galactic Alliance. They may not be created by member worlds after the fact.

MILITARY RANKS

The following ranks exist within the various aspects of the Galactic Alliance Defense Force.

Galactic Alliance Army

OFFICERS	ENLISTED
General	Sergeant Major
Major General	Sergeant
Lt. General	Corporal
Colonel	Private
Lt. Colonel	
Major	
Captain	
Lieutenant	

Galactic Alliance Navy

OFFICERS	STARFIGHTER OFFICERS	ENLISTED
Admiral	Commander	Chief
Vice Admiral	Wing Commander	Apprentice
Rear Admiral	Flight Officer	
Commodore	Spacer 1st Class	
Captain	Spacer	
Lieutenant		
Ensign		

GALACTIC ALLIANCE DEFENSE FORCE

The Galactic Alliance Defense Force changes and evolves over time, but remains under the leadership of the politically appointed Supreme Commander. GADF units and fleets are comprised of two types of forces: those funded and controlled directly by the Galactic Alliance government, and those lent by member worlds and states to the GADF in times of crisis or to meet membership obligations. Units under direct Alliance control wear Alliance uniforms and are fully integrated into the Alliance chain of command. Forces lent to the Galactic Alliance, and those of the allied autonomous states, retain their own uniforms but are obligated to follow Galactic Alliance officers and orders.

Specialized Teams

Specialized teams use a self-contained chain of command. Members still hold military ranks as above, but sometimes be placed in a subordinate role, especially when teams share personnel from different services or include civilian agents.

COMMANDO TEAMS

Squad Leader
Assistant Squad Leader

Team Assignments (optional):

Fire Team Member (Heavy weapons support)
Demolitions Team Member
Reconnaissance Team Member

RESCUE TEAMS

Lead Coordinator (multiple teams)
Team Coordinator (individual teams)
Chief Surgeon
Chief Medic

Team Assignments (optional, used in teams of 10 or more):

Damage Control Team
Droid Command Team
Extraction Team
Medical Team
Search Team

Supreme Commander

The Supreme Commander of the Galactic Alliance Defense Force serves at the pleasure of the Triumvirate and is appointed by the Triumvirate without Senate confirmation. After the Solo-Niathal coup, the Supreme Commander is removed from political succession and can no longer hold a government position while retaining the rank of Supreme Commander.

The Supreme Commander directs all GADF forces, military intelligence units, and fleets. This position is eliminated after the Galactic Alliance surrender.

Galactic Alliance Fleets

During the early years of the Galactic Alliance, the Alliance fleets were largely made up of numbered fleets comprised of ships acquired directly from member worlds and allied states. This made getting the proper number of ships from a given world or state paramount in order to meet the Galactic Alliance's defensive obligations. Over the years, and as a result of the Galactic Alliance-Confederation War, the Galactic Alliance purchases more and more ships directly, using funds provided by taxes and member worlds. Numbered fleets are largely dropped in favor of named fleets assigned to specific regions of space. The Core Fleet is the most notable example, though other fleets are named for the Outer Rim, Mid Rim, Colonies, and Expansion Regions.

Prior to the Sith-Imperial War, the Galactic Alliance begins to reestablish sector level fleets and forces, keeping local ships assigned to the Alliance by member worlds relatively close to their own homeworlds. These Alliance sector fleets were replaced by Imperial vessels after the surrender of the Galactic Alliance.

Galactic Alliance Army

The Galactic Alliance Army provides troops on the ground to back up Alliance fleet operations. They carry out military raids, launch planetary and station invasions, and defend member worlds from attack. They integrate with the fleet for transport and operational purposes, but do not serve directly aboard fleet vessels. They include commando units and other elite combat units. After the Galactic Alliance's surrender, all army units are integrated into the Imperial military or disbanded.

THE ALLIANCE REMNANT

After the defeat of the Alliance fleet at the Battle of Caamas and the surrender of the Galactic Alliance, Admiral Stazi's Alliance Core Fleet flees the battlefield and forms the core of a new resistance. The Admiral steadfastly refuses to surrender and continues to take the fight to the Empire. Much like the Rebellion's Alliance Fleet from the past, the Remnant carries out hit-and-run attacks, harassing the Imperial Navy whenever possible.

All Galactic Alliance planets fall under the control of the Empire when the Galactic Alliance surrenders, leaving Admiral Stazi with no formal support, supply lines, or shipyards. As the years pass, fleet operations are forced to change from military strikes to targeting supplies and materiel simply to continue operation. It is not long before the Galactic Alliance Core Fleet must compete with Emperor Roan Fel's Empire-in-exile for these precious



A GALACTIC ALLIANCE OFFICER OBSERVES A TRI-SCYTHE-CLASS FRIGATE.

resources. The observation is not lost on Emperor Fel, who tries to forge an alliance with his one-time enemy. Unfortunately, the Sith learn of Fel's plan, and when Admiral Stazi meets with Fel's representative at the Wheel, Sith agents use subterfuge to scuttle the plan while making the Admiral believe that Emperor Fel's agents planned to eliminate him.

Admiral Stazi struggles with the growing perception that the Alliance Core Fleet is just another pirate fleet, albeit the best armed in the galaxy. He looks for ways to gain important footholds in a galaxy more determined than ever to stop him. When the opportunity arises to capture the *Imperious*, one of the Empire's newest and most advanced Star Destroyers, the Admiral puts aside his suspicions of a trap and sets out to capture the prize. Ultimately he succeeds, but loses his flagship (the *Indomitable*) in the process.

The loss of the *Imperious* and the severe damage the Dac shipyards orbiting Mon Calamari. The Sith retaliate, not against Stazi but against the Mon Calamari who aided in the attack. Stazi underestimates the depth of Sith anger and revenge as Darth Krayt authorizes the wholesale slaughter of millions of Mon Calamari and places the remaining population in concentration camps.

Many worlds that support the Empire begin to question the wisdom of doing so, in the face of events on the Mon Calamari homeworld. The Galactic Alliance Core Fleet finds new avenues of support, especially through the Mon Calamari resistance. While the toll on Mon Calamari is devastating, it provides the Galactic Alliance Core Fleet with a significant boost and reveals the level of Sith cruelty and evil to the galaxy at large.

FLEET OPERATIONS

Admiral Stazi is the highest authority and supreme leader of the Galactic Alliance Core Fleet. Galactic Alliance military codes and laws still apply to all personnel, and everyone treats the situation as though the Galactic Alliance may return to rule someday. The Admiral strives to maintain military protocols, although some newer recruits have problems adapting to military life. As the Galactic Alliance Core Fleet was once the Core Fleet, responsible for the defense of Coruscant and other Core Worlds, it benefits from being staffed with highly capable, veteran officers and crew.

The majority of the fleet consists of Galactic Alliance ships that escaped from the Battle of Caamas. When the Galactic Alliance itself is absorbed into the Empire, individual ships of various types seek out and join Admiral Stazi. The fleet also features a selection of support vessels, such as deep space repair ships, bulk freighters, and tankers. While none of these can replace a true shipyard, they enable the fleet to remain on the move and reduce the fleet's reliance on fringe or underworld shipyards.

The fleet itself generally operates as a unit, although individual ships or small strike groups are often sent on missions. Some engage in reconnaissance and materiel acquisition. The Fleet moves around constantly in order to avoid detection by the Sith, Darth Krayt's Empire, and Roan Fel's Empire-in-exile.

Most offensive operations use hit and fade attacks, similar to those favored by the Rebel Alliance of old. Admiral Stazi only engages in a direct assault when the numbers greatly favor him, or the ultimate goal makes the risk worth the effort. While the Admiral prefers military targets, preferably those of great significance, more and more often he has found himself forced to strike at lesser targets simply to obtain supplies and keep the fleet functioning. Even so, the Admiral restricts his target selection to Imperial suppliers, or at the very least Imperial sympathizers. Admiral Stazi must be very careful not to turn public opinion against his ships, and therefore avoids antagonizing any civilian organization without due cause.

FIELD AGENTS

The fleet boasts a small intelligence operation, complete with undercover agents scattered throughout the galaxy. These agents are few and far between, often operating on their former homeworlds or other areas where they easily blend in with the inhabitants. Some focus their efforts on military targets, while many attempt to dig up information to help supply the fleet. A few are dedicated recruiters, risking their lives to find others willing to stand against the Empire and its Sith overlords.

ALLIANCE FRAGMENTS

Not surprisingly, many individuals, military units, and ships refuse to give up the fight when the Galactic Alliance surrenders to the Empire after the Battle of Caamas. Inspired by Admiral Stazi, a few scattered ships and settlements initially attempt organized opposition. Unfortunately, the Empire moves swiftly against any open resistance efforts. The Imperial crackdown escalates once Darth Krayt seizes power, whereupon even minor resistance efforts are met with overwhelming force and cruelty. The most dedicated resistance fighters go underground as local public support withers under the presence of Imperial troops and Sith commanders.

While some resistance fighters ultimately flee to the Outer Rim or sink deeper into the underworld, a few stubbornly hold on, doing what they can on their own. In the early days following the surrender, many look to join Admiral Stazi's fleet. However, locating the fleet proves difficult, and many of those who want to stand against Darth Krayt's Empire are left to their own devices.

For the most part, most fragment units or organizations pose little more than an annoyance to the Empire. They don't even rate an acknowledgment in galactic news, or comparison to the Rebel Alliance of old. Occasionally, they may score a situational victory, but few are able to contribute in any influential way to dislodging the Empire. However, such units can make enormous differences to specific individuals, especially those attempting to escape Imperial forces. Small victories are still victories.

THE GALACTIC ALLIANCE ARMY

Very little of the Galactic Alliance Army remains intact. Most units are absorbed into the Imperial military after the Galactic Alliance surrender. A few squads remain active within the Galactic Alliance Core Fleet, but they lack the numbers or equipment to fight much more than small raids. These units' numbers continue to dwindle as very few recruits are added to their ranks, going instead to the fleet itself. The remaining squads are tough, individualistic, and extremely proud.

GAC TEAMS

Galactic Alliance Commando (GAC) forces are divided into two types of teams: ad hoc and dedicated. Missions are always planned to the highest degree possible. The Galactic Alliance Core Fleet cannot afford to lose any personnel, let alone highly trained combatants, in ill-advised strikes.

Ad Hoc Teams

Ad hoc teams are formed as needed, and usually pull together members from various other teams. Such units might include pilots, Army troopers, Navy personnel, or even sympathizers and associated allies. Critical or high-profile missions might include members of Rogue Squadron or another elite force. In keeping with their temporary nature, ad hoc teams are typically named for each individual mission, such as Dac's Hammer or Rancor 4. Two recurring ad hoc mission types include Imperial infiltration and Sith elimination.

Imperial Infiltration: This includes any mission requiring the insertion of Alliance forces into an Imperial planet or stronghold, for the purposes of rescuing, capturing, or destroying a specific target. The skill and aptitude of the team personnel varies widely and depends on the mission's difficulty or the importance of success.

Sith Elimination: Occasionally, the Galactic Alliance gets the opportunity to target a specific Sith commander or even the occasional Sith Lord. These extremely dangerous missions are always looked upon as great opportunities to make a significant impact against the Imperial command and control structure. Additionally, successful missions prove that the Sith can be defeated, even by rank-and-file soldiers.

Dedicated Teams

Two mission types have become so frequent over the years that they require established, dedicated GAC teams. Unlike the ad hoc teams, members of dedicated teams are assigned to their units for extended periods of time, or a certain number of missions. They develop an expertise for their mission type, giving them a significant advantage each time they are deployed. Most dedicated teams are either numbered (such as MCR-10) or named (such as Antares' Womp Rats).

Womp Rats: These teams specialize in acquiring materiel and ordinance from protected targets, either covertly or by force. The target might be a former Galactic Alliance facility, to which they sometimes have blueprints or access codes. As the Galactic Alliance is absorbed into the Empire, these facilities become harder to breach. However, the Womp Rats quickly develop an expertise for entering the Imperial supply stores that replace them. The Womp Rats occasionally work in conjunction with the regular supply acquisition teams that specialize in acquiring materiel from civilian or black market sources.

Mon Calamari Rescue (MCR): MCR teams are a recent addition to the commando forces, dedicated to rescuing Mon Calamari personnel from Imperial concentration camps and detention areas. While the Galactic Alliance Core Fleet cannot often render large-scale aid, exceptions are made when the right target becomes available. Usually, MCR teams attempt to liberate high-profile individuals, or those with significant knowledge or abilities that the Alliance finds useful. If the circumstances are exactly right, the Alliance will even deploy *Sabertooth*-class ships to capture and board and inadequately armed or escorted Imperial prison ships, in order to rescue a large number of Mon Calamari in a single operation. Most, but not all, MCR teams include Mon Calamari members in their ranks. Refugees or other Mon Calamari not suitable (or unwilling) to serve in the Alliance fleet are handed off to the Mon Calamari resistance network, usually via the Ackbar Trail.

Venom Assault Squads

Venom assault squads are specialized boarding parties deployed through the "teeth" of the Alliance *Sabertooth*-class assault and rescue ships. Trained in zero-g, close-quarters combat techniques, the Venom squads pour out of the *Sabertooth's* teeth, entering the captured vessel at multiple levels. Leading squads plow through enemy defenses and combat debris with the help of armored spacesuits. Once the boarding area has been secured from enemy attack and environmental integrity has been ensured, secondary units are deployed in typical Galactic Alliance battle armor, carrying additional arms or breaching equipment as needed. These squads are better suited for pursuing fleeing crew members or fighting in the tight spaces common aboard starships.

Aside from the armor, Venom squads carry equipment and weaponry suited to shipboard combat. Blaster carbines, vibroswords, stun grenades, and concussion grenades are typical load-outs. If the enemy crew must be subdued, gas grenades are used while the Venom squads are protected in their spacesuits, or carrying breath masks. Small, floating surveillance droids are typically deployed early in a fight, and they are programmed to slip around the defenders to size up the ship's defenses and crew. Some may be programmed as self-guided weapons platforms or carry explosives. Venom slicers tap directly into shipboard computer systems to attempt to wrest control away from the vessel's command centers, or to disable the ship's systems.



Venom squads are typically numbered sequentially, per ship. Thus, the first squad from the *Redclaw* would be *Redclaw* Venom One. The exception to this is the elite Venom assault squad, designated simply as Venom Zero or VZ. Venom Zero is not permanently housed on any single *Sabertooth*-class ship, but is instead moved from ship to ship as missions warrant. When not deployed in combat, VZ also provides advanced training to the Venom squads permanently assigned to the ship the VZs are currently serving aboard.

ELITE SQUADRONS

Four of the Galactic Alliance's elite squadrons manage to avoid demilitarization and join up with Admiral Stazi's Galactic Alliance Core Fleet, or are already serving with the Alliance Core Fleet at the Battle of Caamas. These highly trained and experienced squadrons enhance the fleet's effectiveness immeasurably. They also serve to train new or recently acquired pilots in current Galactic Alliance Core Fleet tactics. Additionally, Admiral Stazi orders the creation of two new elite squadrons to meet the specific needs of the fleet's sophisticated and recurring supply strikes.

Rogue Squadron

Rogue Squadron remains the best of all squadrons, the elite of the elite. It has been in continuous operation since its formation by the Rebel Alliance. Though their starfighter of choice has changed over the years, their elite combat skills and dedication has not. Rogue squadron currently flies the CF9 Crossfire and is stationed aboard the *Indomitable* until the ship's destruction, after which the legendary squadron relocates to Admiral Stazi's new flagship, the *Alliance*. Squadron personnel are as diverse as ever, representing species from across the galaxy. No matter their origin, all are excellent pilots and bold fighters. Their personalities are just as diverse as their species, and while they are dedicated to the Galactic Alliance cause, it doesn't mean they always get along with each other.

As with previous incarnations of the squadron, members are expected to fulfill a variety of roles beyond starfighter combat. As an elite force, they are deployed in commando raids and special operations, usually with the squadron itself fulfilling the role of attacker or close support. Their successful operations include the theft of the Star Destroyer *Imperious*, and the "rescue" of Admiral Stazi from the doomed *Indomitable*.

USING THE GALACTIC ALLIANCE CORE FLEET

The Galactic Alliance Core Fleet provides a ready-made base of operations for characters fighting against either Empire. While the fleet operates much like the Rebel Alliance fleet of the Rebellion era, there is no wide network of agents and sympathizers to provide support. Given the needs of the fleet, it is possible to run Rebellion-style adventures using the Galactic Alliance Core Fleet, but remnant agents are almost always on their own, with little hope of finding a sympathizer to get them out of a jam. In many ways, it is more like the beginning of the Dark Times for those serving with the fleet: They are a minority group attempting to stop a galactic Empire.

Heroes might serve directly with the fleet, manning capital ships or starfighters while participating in large-scale battles and incursions into Imperial space. Alternatively, heroes may use their own ships, undertaking missions in support of fleet operations. They might be sent after supplies, ordered to reconnoiter an area or planet, or even to attack targets of opportunity or of strategic value.

In either case, the heroes are likely to be official members of the Galactic Alliance military and subject to the orders of their superiors and Admiral Stazi. It is unlikely that the Admiral will entrust sensitive assignments to a group with no ties to the fleet, although it is possible he might send them on lesser tasks. He might even hire them directly, hoping that credits will be enough to buy their loyalty, at least for a time.

Farsight Squadron

Farsight Squadron, often referred to as "the sightseers" or "the tourists," is the Galactic Alliance Core Fleet's advanced reconnaissance squadron. Flying the light and speedy Twilight RC-2 recon scout ships, Farsight pilots specialize in long-range reconnaissance and surveillance missions. These may include the deployment of a single ship operating alone, or the use of the entire squadron, forming a net to provide in-depth surveillance and data over a specific area of space or planet. Thanks to the capabilities of the Twilight scout ships, the squadron can operate for extended periods of time in space, at long range from their bases or carriers. They even carry out the occasional surprise attack, relying on their ships' stealth and sophisticated torpedoes.

At the time of the Battle of Caamas, Farsight Squadron was scattered across the galaxy, surveying potential Imperial targets or attempting to verify the status and location of Imperial warships, many of which were actually deployed to Caamas. Thanks to the squadron's long-range communications abilities and limited HoloNet access, they were quickly able to contact Admiral Stazi and rendezvous with the fleet. Since then, they have been deployed to collect vital data on potential targets as well as survey inhabited systems that might provide a friendly port for the fleet.

Fireblue Squadron

Fireblue Squadron is a brand-new elite force created to meet a specific and common mission profile for the Galactic Alliance Core Fleet: subduing and capturing starships. It takes its name from the intense blue-colored ion energy of its main weaponry. Fireblue uses the I4 Ionizer starfighter, which can quickly disable an enemy ship, thanks to its ion cannon and disrupter torpedoes. The squadron is frequently called upon to disable large freighters, enabling the Alliance to commandeer both the ship and its cargo. The squadron is also used to capture high-value targets, such as an important Imperial officer or enemy intelligence ship. Its ships are occasionally deployed against civilian craft that the Alliance does not wish to destroy, but needs to disable for a number of reasons.

Phantom Squadron

With the Galactic Alliance Core Fleet's anticipated reliance on advanced commando raids, Phantom Squadron is created in the spirit of the Rebel Alliance's old Wraith Squadron. Able to work autonomously, far from the fleet, the squadron has its own collection of miscellaneous fighters, plus a few speeders and armed freighters that can be used as mobile headquarters or bases of operation. The Phantoms, as they are called, are known for their dedication and loyalty, even though their tactics and methods are a bit more risky or cutting edge than Admiral Stazi would like. While there have been no major incidents so far, the Phantoms have, at times, angered potential allies by operating too close to their own assets, and drawing the attention of the Empire.

The Phantoms rely on secrecy and stealth to a great degree, although they are willing to abandon this at the end of an operation in the interests of expediency and survivability. They also work with other commando units or squadrons when required, but are usually left to their own devices when carrying out their orders. Their training is equal parts starfighter pilot and commando, though a few of them specialize exclusively in either role. Also in keeping with the spirit of Wraith Squadron, the squadron has become a dumping ground for those highly skilled and dedicated but difficult-to-control individuals who rub fleet commanders the wrong way. Though the squadron is filled with rough and unique characters, their loyalty to the Admiral and dedication to defeating the Empire keeps them on the same side. Usually,

Twisted Star Squadron

Twisted Star Squadron is the Galactic Alliance's elite hyperspace pursuit unit, utilizing the sophisticated Jumpstar HPF hyperspace pursuit fighter. Thanks to the advanced sensors and computing systems aboard their Jumpstars, Twisted Star pilots can aggressively pursue fleeing ships through hyperspace. They then attack the escaping ship directly or report their position and call for aid. The squadron takes its name from the radical changes in flight direction often required to quickly achieve the correct pursuit vector. At the Battle of Caamas, Twisted Star is deployed in anticipation of pursuing damaged Imperial vessels fleeing the combat. When Admiral Stazi is forced to retreat, Twisted Star goes with him.

Twisted Star is now deployed as scouts, tailing Imperial vessels back to their home ports or rendezvous points. They also ensure the destruction of damaged ships, surprising them when they drop from hyperspace. The squadron is known for its brain power and quickness, both of which are required to make snap decisions and calculate potential jump points nearly instantly.

THE MON CALAMARI RESISTANCE NETWORK

After Admiral Stazi and the Galactic Alliance Core Fleet steal the prototype Star Destroyer *Imperious* from the Dac shipyards, with help from former Triumvirate member Gial Gahan, Darth Krayt orders the execution of millions of Mon Calamari and has the remaining Mon Calamari rounded up into internment camps. Enraged, the Mon Calamari resolve to remind the new Emperor of the lessons they taught Emperor Palpatine. On Dac, a resistance movement ignites instantaneously, supported by Mon Calamari and their sympathizers throughout the galaxy.

Initially, the resistance groups are scattered and highly disorganized. Some rebel openly, while others begin to stockpile arms and resources for a much longer fight. Political rivals vie for leadership roles within the resistance. A few attempt to persuade the Quarren to abandon the Empire in protest, but these efforts are unsuccessful.

With the Imperial threat against Mon Calamari throughout the galaxy, an organized smuggling network is needed to rescue and transport Mon Calamari fleeing Imperial forces. While some resort to hiring professional smugglers, most Mon Calamari are aided by their own people using their own starships. Thus was born the Ackbar Trail, a secret network of smuggling ships, safe houses, and hidden pathways that spirit away refugee Mon Calamari to isolated space stations, Outer Rim worlds, and, it is rumored, planets in the Unknown Regions. The Trail was named in honor of Admiral Ackbar's famous journey from slavery under Grand Moff Tarkin to becoming a Rebel Alliance Admiral who defeated his former masters, the original Galactic Empire.

CREATING YOUR OWN UNITS, SQUADRONS, AND STARSHIP CREWS

In the Legacy era, it's easy for the heroes to be members of a special military unit within the Galactic Alliance. Most groups include a wide variety of species, goals, and abilities that complement each other. One way to consolidate such a diverse group is by assigning them to a commando unit or squadron that caters to the players' (and heroes') needs. They might be assigned to one of the established units featured in this chapter, such as one of the specialized squadrons or commando units. The Gamemaster should also feel free to create new commando units and squadrons to cater to his or her players. As they are assigned different missions, this gives them opportunities to work with or alongside the elite units of the Galactic Alliance Core Fleet.

Although the commando unit organization is fairly loose in the Galactic Alliance Core Fleet, one hero should be assigned as a leader and one should become his or her second-in-command. Exactly how strict this command structure is followed depends on the commando unit, but higher-level officers will expect a certain degree of discipline and respect for these leaders, and will hold them responsible for their unit's actions. The Gamemaster needs to decide whether the commander is one of the heroes or a Gamemaster character. It is suggested that a Gamemaster character be used with new groups who may need additional instructions during play, or when a group is initially performing missions for the Galactic Alliance Core Fleet.

Squadrons work in a similar way. However, it is important for all heroes to be able to fly with better than average proficiency, as starship combat can be unforgiving. The squadron should be based on one of the Galactic Alliance capital ships, as the Alliance maintains no permanent planetside bases at this time.

You might also assign the heroes to a particular capital ship. However, the heroes will need to hold sufficient rank or be placed in positions of leadership so that they can directly affect the fate of the ship.

Metaphorically speaking, the implications of the name are not lost on the Mon Calamari, and many now find themselves on a similar path.

Eventually, the Mon Calamari resistance network and the Ackbar Trail provide vital assistance to the Galactic Alliance Core Fleet in the form of recruits and resources, and may even someday spark the creation of effective rebel groups and resistance fighters throughout the galaxy.

ALLIANCE PERSONNEL

Galactic Alliance and Galactic Alliance Core Fleet personnel may be of virtually any species. This is due to the diversity of species living on many worlds throughout the galaxy—a direct consequence of the mass emigrations during the Yuuzhan Vong invasion. Even if a species' homeworld is not part of the Alliance, individuals may still have lived and grown up in Galactic Alliance territory.

The majority of Galactic Alliance Core Fleet personnel are non-Human, although Humans still represent the largest single species within the fleet. The majority of the recruits are also non-Human, especially due to the fact that the Sith Empire and Fel's Empire both favor Humans over non-Humans. Within the Sith Empire, non-Humans are increasingly pushed out of positions of power, with the significant exception of the Sith themselves. Fel's Empire is more tolerant, though non-Humans still find themselves mainly within the lower ranks. This encourages many non-Humans to join the Galactic Alliance Core Fleet.

New recruits are always sought after, especially those who can bring new ships, sympathizers, or supplies to the fleet.

The personnel presented below fall into two broad categories: Galactic Alliance and Galactic Alliance Core Fleet. Those with Galactic Alliance in their title may be used at any time during the Legacy era, either for the Galactic Alliance itself or for the Galactic Alliance Core Fleet. Those with Galactic Alliance Core Fleet in their title indicate those forces unique to Admiral Stazi's fleet after the fall of the Galactic Alliance.

**"YOU REFUSE
TO ACCEPT THE
FACT THAT YOU
HAVE BECOME A
SYMBOL, AND THE
FLEET NEEDS THAT.
SOMETHING AROUND
WHICH OTHERS
CAN RALLY."**

-JAIUS YORUB

GALACTIC ALLIANCE CORE FLEET COMMANDO

Commandos vary extensively in expertise and skill. The following statistics represent one of the elite commandos.

Galactic Alliance Core Fleet Elite Commando

CL 10

Medium Human soldier 4/scout 3/elite trooper 3

Force 2; Dark Side 1

Init +12; Senses Perception +11

Languages Basic, Binary

Defenses Ref 24 (flat-footed 22), Fort 26, Will 21

hp 90; Threshold 26

Speed 6 squares

Melee unarmed +12 (1d6+8) or

Melee vibroblade +12 (2d6+8)

Ranged blaster rifle +13 (3d8+5)

Base Atk +9; Grp +12

Atk Options Point Blank Shot, Precise Shot, Running Attack

Special Actions Controlled Burst, Demolitionist, Improved Stealth, Quick Draw^H

Abilities Str 16, Dex 14, Con 13, Int 12, Wis 12, Cha 9

Special Qualities delay damage, damage reduction 1

Talents Acute Senses, Armored Defense, Controlled Burst, Demolitionist, Greater Weapon Focus (rifles), Improved Stealth

Feats Armor Proficiency (light, medium), Martial Arts I, Precise Shot, Point Blank Shot, Quick Draw^H, Running Attack, Skill Training (Stealth), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +13^H, Perception +11, Pilot +12, Stealth +12 (may reroll), Use Computer +11

Possessions battle armor, blaster rifle, vibroblade, detonite, detonator, comlink

H Human bonus feat or trained skill.

GALACTIC ALLIANCE CORE FLEET COVERT AGENT

Galactic Alliance Core Fleet agents are scattered across the galaxy. Though the network is not large, many agents are stationed in prime positions to provide Admiral Stazi and the fleet with the data they need to fight the Empire and, more importantly, raid for supplies. Thanks to the manner in which the Galactic Alliance bureaucracy is incorporated wholesale into the Imperial governing structure, recruiting new or double agents in positions of power is easier than in past conflicts.

When the Galactic Alliance Core Fleet makes contact with someone already sympathetic to their cause against the Sith Empire, the Alliance often finds it needs to do little to turn them. The risks for secret agents or double agents are as great as ever, especially as the Sith go out of their way to make examples of spies and other enemies of the Empire. After the Sith's retaliation against Mon Calamari for the loss of the *Imperious*, a number of new agents have come forward, horrified by the Sith's brutal intimidation techniques.

Galactic Alliance Core Fleet Covert Agent

CL 5

Medium Human scoundrel 2/scout 3

Force 1

Init +3; Senses Perception +9

Languages Basic, Binary, Huttese

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18

hp 35; Threshold 16

Speed 6 squares

Melee stun baton +3 (1d6+2 or 2d6+2 stun)

Ranged heavy blaster pistol +4 (3d8+2) or

Ranged hold-out blaster +4 (3d4+2)

Base Atk +3; Grp +4

Atk Options Point Blank Shot, Running Attack, Zero Range^H

Special Actions Disinformation, Shocking Revelation, Sneak Attack

Abilities Str 10, Dex 13, Con 10, Int 14, Wis 15, Cha 16

Talents Disinformation, Shocking Revelation, Sneak Attack

Feats Point Blank Shot, Running Attack, Skill Focus (Deception), Skill Focus (Gather Information, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range^H

Skills Deception +15, Gather Information +15, Mechanics +9^H, Perception +9, Persuasion +15, Stealth +8, Use Computer +9

Possessions heavy blaster pistol, hold-out blaster, holorecorder, credit chip, forged ID chips and badges, datapad, encrypted comlink

H Human bonus feat or trained skill.

GALACTIC ALLIANCE ARMY OFFICER

Only a handful of Alliance Army officers remain in the galaxy after the Battle of Caamas, and all of them are part of the Galactic Alliance Core Fleet. While a few are products of Galactic Alliance military training academies, many younger officers are now rising through the ranks as a result of field commissions. While their combat experience is significant, they have not had the benefit of tactical training at a formal academy. Though the officers are proud of their remaining units, they suffer from lower morale due to their reduced status within the fleet.

LEFT TO RIGHT:
GALACTIC ALLIANCE TROOPER, SCOUT, PILOT, AND OFFICER



Galactic Alliance Army Officer

Medium Human noble 3/soldier 4/officer 4

Force 2

Init +12; Senses Perception +17

Languages Basic, Bothese, Duresse, Mon Calamarian, Shyriiwook

Defenses Ref 26 (flat-footed 24), Fort 27, Will 28

hp 87; Threshold 27

Speed 6 squares

Melee knife +11 (1d4+6)

Ranged blaster pistol +12 (3d6+5, devastating attack)

Base Atk +10; Grp +12

Atk Options Point Blank Shot, Precise Shot

Special Actions Assault Tactics, Born Leader, Inspire Confidence, Deployment Tactics, Devastating Attack (pistols)

CL 11

Abilities Str 13, Dex 14, Con 14, Int 16, Wis 14, Cha 16

Special Qualities command cover, share talent (Assault Tactics, Inspire Confidence)

Talents Armored Defense, Devastating Attack (pistols), Assault Tactics, Born Leader, Inspire Confidence, Deployment Tactics

Feats Armor Proficiency (light), Improved Defenses^{II}, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics], Persuasion, Persuasion), Weapon Proficiency (pistols, heavy weapons, rifles, simple weapons)

Skills Deception +13, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (tactics) +18, Mechanics +13, Perception +17, Persuasion +18, Pilot +12^{II}, Treat Injury +12, Use Computer +13

Possessions Galactic Alliance light armor, blaster pistol, knife, code cylinder, access data cards, data pad

H Human bonus feat or trained skill.

GALACTIC ALLIANCE ARMY TROOPER

Most of the galaxy perceives these well-trained troopers as the heavy-handed muscle of the Galactic Alliance, often not much better than paid thugs or mercenaries. Their dour and macho attitudes also win them few friends.

Galactic Alliance Army Trooper

CL 2

Medium Human nonheroic 7

Init +4; **Senses** Perception +9

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 9

hp 25; **Threshold** 17

Speed 6 squares

Melee knife +6 (1d4+1) or

Melee stun baton +6 (1d6+1 or 2d6+1 stun)

Ranged blaster rifle +7 (3d8)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot^H

Abilities Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Improved Damage Threshold, Point Blank Shot^H, Weapon Focus (blaster rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +8^H, Perception +9

Possessions Galactic Alliance light armor with helmet package, blaster pistol, knife, stun baton

^H Human bonus feat or trained skill.

GALACTIC ALLIANCE NAVY CAPTAIN

Most of the Galactic Alliance Core Fleet's Navy commanding officers are the highly trained individuals originally assigned to the Core Fleet. Brave, skilled, and dedicated leaders, these officers are inspired by Admiral Stazi's gall, tenacity, and creativity.

Galactic Alliance Navy Captain

CL 10

Medium Human noble 7/officer 3

Force 2

Init +17; **Senses** Perception +12

Languages Basic, Binary, Bothese, Durese, Mon Calamarian

Defenses Ref 24 (flat-footed 22), Fort 20, Will 26

hp 53; **Threshold** 20

Speed 6 squares

Melee unarmed +8 (1d4-1)

Ranged blaster pistol +9 (3d6+5)

Base Atk +7; **Grp** +9

Atk Options Far Shot, Point Blank Shot, Precise Shot^H

Special Actions Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 15, Cha 16

Special Qualities Command cover, share talent (Inspire Haste)

Talents Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Tactical Edge

Feats Armor Proficiency (light), Far Shot, Linguist, Point Blank Shot, Precise Shot^H, Skill Focus (Initiative, Knowledge [tactics], Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Initiative +17, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +12, Persuasion +18, Pilot +12, Treat Injury +12^H, Use Computer +13

Possessions blaster pistol, comlink, code cylinder

^H Human bonus feat or trained skill.

GALACTIC ALLIANCE NAVY JUNIOR OFFICER

The Galactic Alliance Core Fleet is filled with officers of every rank, but their experience level and rank often are at odds with each other. With a limited supply of incoming recruits, a junior officer might suddenly find himself or herself in command in an emergency, while others find themselves held back without promotion, as they have few replacements. Most ride out the situation as best they can, hoping for better days to come and dedicating themselves to their duties.

LEFT TO RIGHT:
VENOM ASSAULT TROOPER, GALACTIC ALLIANCE COMMANDO,
GALACTIC ALLIANCE INTELLIGENCE OFFICER, NAVAL OFFICER.



Alliance Navy Junior Officer

Medium Human nonheroic 4/noble 5

Force 1

Init +4; Senses Perception +10

Languages Basic, Durese

Defenses Ref 17 (flat-footed 17), Fort 16, Will 19

hp 28; Threshold 21

Speed 6 squares

Melee unarmed +6 (1d4+2)

Ranged blaster pistol +6 (3d6+2)

Base Atk +6; Grp +6

CL 6

Atk Options Point Blank Shot, Precise Shot^H

Special Actions Born Leader, Coordinate, Trust, Vehicular Combat

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 14

Talents Born Leader, Coordinate, Trust

Feats Armor Proficiency (light), Improved Defenses, Improved Damage Threshold, Point Blank Shot, Precise Shot^H, Skill Focus (Persuasion), Skill Training (Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Perception +10, Persuasion +16, Pilot +9, Use Computer +10^H

Possessions blaster pistol, comlink, code cylinder

^H Human bonus feat or trained skill.

GALACTIC ALLIANCE NAVY CREW MEMBER

Navy crew members form the backbone of the Galactic Alliance Core Fleet. As a whole, they are dedicated to their cause and very experienced in their duty posts and assignments.

Galactic Alliance Navy Crew

CL 2

Medium Human nonheroic 6

Init +4; **Senses** Perception +9

Languages Basic, Binary

Defenses Ref 12 (flat-footed 11), Fort 11, Will 12

hp 15; **Threshold** 11

Speed 6 squares

Melee unarmed +4 (1d4)

Ranged blaster pistol +5 (3d6)

Base Atk +4; **Grp** +5

Special Actions Vehicular Combat^H

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 9

Feats Improved Defenses, Skill Focus (Mechanics, Use Computer),
Vehicular Combat^H, Weapon Proficiency (pistols, simple weapons)

Skills Mechanics +14, Perception +9, Pilot +9^H, Use Computer +14

Possessions blaster pistol, datapad, comlink, uniform

H Human bonus feat or trained skill.

GALACTIC ALLIANCE NAVY GUNNER

Good starship gunners are more important than ever, given the limited resources of the fleet. Some exceptional gunners are occasionally assigned to smaller combat craft flying support on commando and other hit-and-fade attacks.

Galactic Alliance Navy Gunner

CL 5

Medium Human nonheroic 4/soldier 4

Force 1

Init +5; **Senses** Perception +9

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 16, Will 15

hp 32; **Threshold** 16

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged blaster pistol +9 (3d6+2) or

Ranged heavy weapon +10 or

Ranged heavy weapon +10 (+1 die damage) with Deadeye

Base Atk +7; **Grp** +9

Atk Options Deadeye, Far Shot^H, Point Blank Shot

Special Actions Careful Shot, Coordinated Attack, Devastating Attack
(heavy weapons), Penetrating Attack (heavy weapons)

Abilities Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 8

Talents Devastating Attack (heavy weapons), Penetrating Attack
(heavy weapons)

Feats Careful Shot, Coordinated Attack, Deadeye, Point Blank Shot,
Far Shot^H, Weapon Focus (heavy weapons), Weapon Proficiency
(heavy weapons, pistols, simple weapons)

Skills Mechanics +9^H, Perception +10, Use Computer +9

Possessions blaster pistol, datapad, comlink, uniform

H Human bonus feat or trained skill.

GALACTIC ALLIANCE PILOT

Pilots are an endangered resource within the Galactic Alliance Core Fleet. With such limited numbers of personnel and equipment, it is more important than ever for a pilot to return after a battle, with his ship relatively undamaged. Pilot recruits are highly sought after, as are the ships they need to fly.

Galactic Alliance Pilot

CL 5

Medium Human nonheroic 3/soldier 4

Force 1

Init +10; **Senses** Perception +9

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 17, Will 15

hp 30; **Threshold** 17

Speed 6 squares

Melee unarmed +6 (1d4+2)

Ranged blaster pistol +8 (3d6+2)

Base Atk +6; **Grp** +8

Atk Options Point Blank Shot^H

Special Actions Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8

Talents Armored Defense, Tough as Nails

Feats Armor Proficiency (light), Point Blank Shot^H, Skill Focus (Pilot), Skill
Training (Mechanics, Use Computer), Vehicular Combat, Weapon Focus
(heavy weapons), Weapon Proficiency (heavy weapons, pistols,
simple weapons)

Skills Initiative +10^H, Mechanics +9, Perception +9, Pilot +15,
Use Computer +9

Possessions padded flight suit, blaster pistol

H Human bonus feat or trained skill.

MON CALAMARI RESISTANCE MEMBER

Members of the Mon Calamari resistance movement come from virtually every walk of life, now that the Empire has singled out the entire species for destruction. However, the typical resistance member has only limited training backed up by an enormous desire to stop the Empire at all costs.

Mon Calamari Resistance Member

CL 2

Medium Mon Calamari nonheroic 3/soldier 1

Init +3; **Senses** low-light vision; Perception +12

Languages Basic, Binary, Mon Calamarian

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10

hp 9; **Threshold** 11

Speed 6 squares, swim 4 squares

Melee unarmed +3 (1d4+2)

Ranged blaster pistol +4 (3d6+2, devastating attack)

Base Atk +3; **Grp** +4

Atk Options Devastating Attack (pistols), Point Blank Shot

Abilities Str 10, Dex 12, Con 8, Int 12, Wis 11, Cha 13

Special Qualities Breathe underwater

Talents Devastating Attack (pistols)

Feats Armor Proficiency (light), Skill Focus (Perception), Point Blank Shot,

Weapon Proficiency (pistols, simple weapons)

Skills Mechanics +8, Perception +12

Possessions combat jumpsuit, blaster pistol, comlink

INFLUENTIAL PERSONALITIES

Many unique individuals drive the Galactic Alliance Core Fleet with their strong and forceful personalities. Battling against two evil empires without widespread galactic support makes them determined and self-motivated. Below you'll find some of the Galactic Alliance Core Fleet's prominent leaders, allies, and more colorful personalities.

ADMIRAL GAR STAZI

Admiral Gar Stazi is a long-time commander in the Galactic Alliance forces. During the Sith-Imperial War, he commands the Core Fleet responsible for defending Coruscant and the Core Worlds. He is also responsible for saving the fleet, along with many other Galactic Alliance ships, from the Imperial trap at the Battle of Caamas. The Admiral had expected a trap, whereas the Triumvirate believed the battle to be an opportunity to inflict major damage on Imperial forces. When his superiors order the surrender of the fleet, and essentially the Galactic Alliance, the Admiral leads all willing ships out of the system through obscure hyperspace routes, successfully bypassing Imperial starships and mines.



Admiral Stazi is now the iconic leader of the Galactic Alliance Core Fleet. Much of his fleet's success and continued cohesion stems directly from his determination and tactical skill. His successes in the seven years following the collapse of the Galactic Alliance have forced the Sith Empire to target him directly. The intolerant Sith have punished and replaced those unable to capture the Admiral. Despite the obvious threat that Gar Stazi poses to Imperial security, most competent enemies respect his abilities.

Admiral Stazi is outspoken and often proposes unorthodox courses of action. At one point, he considers forging an alliance with Emperor Fel against the Sith. Although Imperial agents thwart this endeavor, it demonstrates that Admiral Stazi's willingness to consider radical plans of action against the Sith Empire.

The Admiral refuses to see himself as an icon. Should he be killed, he doesn't want the Galactic Alliance to die with him. His own life is a small price to pay for galactic freedom and democracy, as he proves when he sends

his flagship, the *Indomitable*, on a collision course with the Mon Calamari shipyards in order to secure a strategic victory. Fortunately for the Alliance Remnant, and arguably the entire galaxy, his friends and aides forcibly remove him from the ship before it is destroyed.

Stazi expects his personnel to behave as a military organization, despite the loss of the government that once controlled his fleet. Stubborn and determined, he does listen to advice, though he remains the final arbiter. The Admiral is involved in every aspect of fleet operations, aware that the tiniest mistake might betray the fleet's position to enemies or leave them without vital supplies.

Admiral Gar Stazi

CL 16

Medium Duros noble 5/soldier 2/officer 9

Destiny 3; **Force** 8

Init +20; **Senses** Perception +21

Languages Basic, Binary, Bocce, Durese, High Galactic, Hutttese

Defenses Ref 31 (flat-footed 29), Fort 30, Will 35

hp 84; **Threshold** 35

Speed 6 squares

Melee knife +14 (1d4+8)

Ranged blaster pistol +16 (3d6+8)

Base Atk +14; **Grp** +16

Atk Options Point Blank Shot

Special Actions Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge, Trust, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 17, Wis 16, Cha 18

Special Qualities Command cover +3, expert pilot, share talent (Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge)

Talents Armored Defense, Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge, Trust

Feats Armor Proficiency (light), Improved Defenses, Improved Damage Threshold, Linguist, Point Blank Shot, Quick Draw, Skill Focus (Initiative, Knowledge [tactics], Perception, Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Initiative +20, Knowledge (bureaucracy) +16, Knowledge (tactics) +21, Mechanics +16, Perception +21, Persuasion +22, Pilot +15 (may reroll), Use Computer +16

Possessions Galactic Alliance light armor, blaster pistol, knife, code cylinder, datapad

Alternate Talents (from *Starships of the Galaxy*): Replace Assault Tactics, Field Tactics, Outmaneuver and Tactical Edge with Combined Fire, Fleet Deployment, Fleet Tactics, and Legendary Commander

ANDURGO

Andurgo is a member of Rogue Squadron and one of the few Dugs serving in the Galactic Alliance Core Fleet. Indeed, he is one of the few Dugs to leave Malastare.

Andurgo's arrogant self-confidence would be unbearable were he not a great pilot. He revels in the excitement of starfighter combat and loves to show off. His recklessness insures that his wingmen have their hands full just trying to keep the wild Dug alive. To Andurgo, that is their entire purpose.

Andurgo

CL 9

Small Dug scoundrel 7/ace pilot 2

Destiny 1; **Force** 4; **Dark Side** 1

Init +18; **Senses** Perception +9

Languages Basic, Dug

Defenses Ref 24* (flat-footed 20), Fort 22*, Will 20

hp 48; **Threshold** 22*

Speed 4 squares

Melee vibroblade +7 (2d6+5)

Ranged blaster pistol +10 (3d6+4) or

Ranged blaster pistol +8 (4d6+4) with Rapid Shot

Base Atk +6; **Grp** +4

Atk Options Point Blank Shot, Rapid Shot, Running Attack

Special Actions Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Skirmisher, Vehicular Combat

Abilities Str 13, Dex 18, Con 10, Int 12, Wis 10, Cha 9

Special Qualities Dug agility, lightning reflexes, vehicle dodge +1

Talents Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Skirmisher

Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Running Attack, Skill Focus (Acrobatics, Initiative, Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +18, Climb +5 (may reroll), Initiative +18, Jump +5 (may reroll), Perception +9, Pilot +18, Stealth +13, Use Computer +10

Possessions padded flight suit, blaster pistol, vibroblade, CF9 Crossfire starfighter

* *When not wearing a flight suit, Andurgo has the following adjusted stats: Reflex Defense 30 (flat-footed 26), Fortitude Defense 21, Threshold 21.*

Alternate Feats (from *Starships of the Galaxy*): Replace Rapid Shot with Starship Tactics (Counter)

BAIL ANTILLES

Bail Antilles comes from a family dedicated to governmental service. His family name combined with his personal charisma and connections allow him to rise through the Galactic Government and ultimately be voted in as a member of the Triumvirate. He is known to carefully consider all options, and is not beholden to any specific policy or organization. He is level headed and often provides the swing vote between the other two members of the Triumvirate, Gial Gahan and Nu Toreena.

Bail casts the deciding vote to engage the Empire at the Battle of Caamas. He hopes that a quick victory over the Empire might stop member worlds from leaving the Galactic Alliance. The Imperial victory forces the Galactic Alliance to surrender, and Bail has no choice but to go along. Like the other members of the Triumvirate, he is replaced by an administrator loyal to Emperor Fel.

Bail Antilles

CL 10

Medium Human nonheroic 6/noble 8

Destiny 1; Force 4

Init +6; Senses Perception +19

Languages Basic, Durese, High Galactic, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 19, Will 24

hp 43; Threshold 19

Speed 6 squares

Melee unarmed +9 (1d4+3)

Ranged blaster pistol +10 (3d6+4)

Base Atk +10; Grp +9

Special Actions Coordinate, Inspire Confidence, Inspire Haste, Presence

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 16

Talents Coordinate, Inspire Confidence, Inspire Haste, Presence

Feats Coordinated Attack, Improved Defenses, Linguist, Skill Focus

(Deception, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Skill Training (Knowledge [social sciences]), Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +20, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +19, Knowledge (social sciences) +19, Perception +19, Persuasion +20

Possessions fine clothing, blaster pistol, encrypted comlink, data pad

COMMANDER JHORAM BEY

Commander Jhoram Bey leads Rogue Squadron during its assignment to the Galactic Alliance Core Fleet. The large Weequay's strong personality and commanding presence keep the irregular squadron mates in order. While the Rogues appear to lack discipline, there is a difference between parade-ready and combat-ready, and the squad under Bey's command is always the latter.

Bey is dedicated to the Galactic Alliance Core Fleet and Admiral Stazi. When the Admiral attempts to remain on board the *Indomitable* in order to guide it on a collision course with the Mon Calamari shipyards, Bey resorts to knocking the Admiral unconscious (on Captain Jorus's orders) to ensure that Stazi survives as the Alliance's leader. In order to teach the squadron leader a lesson, Admiral Stazi promotes Bey to be his second-in-command over the Galactic Alliance Core Fleet.

Commander Jhoram Bey CL 12

Medium Weequay soldier 7/
ace pilot 5

Destiny 2; Force 6

Init +19; Senses Perception +13

Languages Basic, Binary, Sriluurian

Defenses Ref 30 (flat-footed 27), Fort 26*, Will 24

hp 98; Threshold 26*

Speed 6 squares

Melee unarmed +12 (1d6+8)

Ranged blaster pistol +14 (3d6+6) or

Ranged blaster pistol +12 (4d6+6) with Rapid Shot

Base Atk +10; Grp +13

Atk Options Martial Arts I, Rapid Strike

Special Actions Battle Analysis, Elusive Dogfighter, Penetrating Attack (heavy weapons), Keep It Together, Running Attack, Vehicular Combat, Vehicular Evasion

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 15, Cha 15



Special Qualities Vehicle dodge +2

Talents Armored Defense, Battle Analysis, Elusive Dogfighter, Penetrating Attack (heavy weapons), Keep It Together, Vehicular Evasion

Feats Armor Proficiency (light, medium), Martial Arts I, Rapid Strike, Running Attack, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Focus (heavy weapons, pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +19, Knowledge (tactics) +13, Mechanics +13, Perception +13, Pilot +19, Use Computer +13

Possessions padded flight suit, blaster pistol, comlink

* *When not wearing a flight suit, Jhoram Bey has the following adjusted stats: Fortitude Defense 25 (flat-footed 22), Threshold 25.*

Alternate Talents (from *Starships of the Galaxy*): Replace Keep It Together and Vehicular Evasion with Squadron Maneuvers and Squadron Tactics

Alternate Feats (from *Starships of the Galaxy*): Replace Rapid Strike with Starship Tactics (Counter, Devastating Hit, Howlrunner Formation)

ANJ DAHL

Anj Dahl joins Rogue Squadron several years after the Battle of Caamas. She's young, talented, and enthusiastic. She's also known to incite trouble between her squadron mates simply for her own amusement. She's spent most of her short adult life with the Galactic Alliance Core Fleet. The constant feeling that everything could end at any moment probably contributes to her embracement of all that is fun in life. Anj is also a capable scrounger, able to obtain parts and supplies at most spaceports without raising alarms. She does even better when aided by Galactic Alliance Core Fleet sympathizers.

Anj Dahl

Medium Human scoundrel 7/ace pilot 1

Destiny 1; **Force** 4

Init +11; **Senses** Perception +9

Languages Basic, Binary

Defenses Ref 19* (flat-footed 17), Fort 20*, Will 19; Dodge hp 44; **Threshold** 20*

Speed 6 squares

Melee unarmed +6 (1d4+5)

Ranged blaster pistol +8 (3d6+4)

Base Atk +5; **Grp** +7

Atk Options Point Blank Shot, Running Attack

Special Actions Elusive Dogfighter, Hyperdriven, Knack, Spacehound, Starship Raider, Vehicular Combat

Abilities Str 12, Dex 15, Con 12, Int 13, Wis 11, Cha 13

Talents Elusive Dogfighter, Hyperdriven, Knack, Spacehound, Starship Raider

Feats Armor Proficiency (light), Dodge, Point Blank Shot, Running Attack, Skill Focus (Gather Information, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +10, Initiative +11, Mechanics +10, Perception +9, Pilot +16, Use Computer +10

Possessions padded flight suit, blaster pistol, datapad, comlink

* *When not wearing a flight suit, Anj Dahl has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 19, Threshold 19.*

Alternate Feats (from *Starships of the Galaxy*): Replace Skill Focus (Gather Information) with Starship Tactics (Counter)

GIAL GAHAN

Gial Gahan is a revered member of the Triumvirate before its fall to the Empire. Prior to this, Gial served as governor of the Hub, liaison to the Mon Calamari defense forces, liaison to the Jedi Order, and the Senator of Mon Calamari.

Gial has strong views on how the galaxy should be governed. His unwavering support of the Jedi and their projects is well known, and he has similar strong opinions on most important matters. He doesn't change his mind easily, and his opponents view him as intractable and unwilling to compromise. He is the only Triumvirate member to vote against engaging the Empire at the disastrous Battle of Caamas. He has no desire to surrender the Galactic Alliance to the Empire, but is left with little choice in the end. Although Emperor Fel retains the Triumvirate in his new government, Gial Gahan and the other Alliance members are quickly replaced with loyal Imperial bureaucrats.

Gial returns to Mon Calamari to take a position in the planetary government. However, the Sith quickly depose Emperor Fel and place the planet under the control of the Quarren. Gial finds his power reduced, but his political stature allows him to operate with minimal interference from the Empire. Dismayed at what this turn of events has done to the galaxy and especially the Mon Calamari people, he secretly begins to equip the Galactic Alliance Core Fleet with supplies, bacta, and Mon Calamari recruits. His ultimate donation comes soon enough, when he provides the codes and required access to allow Galactic Alliance Core Fleet forces to steal the advanced Star Destroyer *Imperious* from the Hub. Fearing that the theft of the ship will endanger the Mon Calamari people, he arranges to take all of the blame for the deed. True to his prediction, he is arrested shortly after the attack. However, not even Gial Gahan could predict the ruthlessness of the Sith response against the Mon Calamari people. Gial is killed by Darth Krayt personally, and he is but the first.

CL 8

Gial Gahan

CL 14

Medium Mon Calamari noble 14

Destiny 2; **Force** 7

Init +6; **Senses** low-light vision; Perception +20

Languages Basic, Bocce, Cerean, Durese, High Galactic, Huttese, Mon Calamarian, Quarrenese, Sullustese

Defenses Ref 24 (flat-footed 24), Fort 24, Will 29

hp 64; **Threshold** 24

Speed 6 squares, swim 4 squares

Melee unarmed +9 (1d4+6)

Base Atk +10; **Grp** +9

Atk Options Point Blank Shot

Special Actions Born Leader, Coordinate, Coordinated Attack, Presence, Trust, Ignite Fervor, Inspire Confidence, Weaken Resolve

Abilities Str 8, Dex 9, Con 10, Int 16, Wis 17, Cha 16

Special Qualities Breathe underwater

Talents Born Leader, Coordinate, Presence, Trust, Ignite Fervor, Inspire Confidence, Weaken Resolve

Feats Coordinated Attack, Dodge, Linguist, Point Blank Shot, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion, Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +20, Gather Information +20, Knowledge (bureaucracy) +20, Knowledge (galactic lore) +20, Knowledge (social sciences) +20, Perception +20, Persuasion +20, Pilot +16, Swim +16, Use Computer +20

Possessions datapad, comlink

MONIA GAHAN

Inspired by the bravery of her uncle, Gial Gahan, Monia Gahan leaves the Mon Calamari defense forces shortly after the Sith place the Quarren in power over Mon Calamari. Though young, she is a skilled pilot, and her connection to her uncle makes her a vital link between him and the Galactic Alliance Core Fleet. Quickly she is assigned to Rogue Squadron, later serving as Andurgo's wingman. She also participates in the critical mission to steal the Star Destroyer *Imperious* from the Hub, by using her considerable slicing skills to take control the Hub's weapon defenses. She escapes the Sith's retribution with the help of a pair of Imperial Knights, and is instrumental in rekindling discussions of an alliance between the Galactic Alliance and Roan Fel's Empire-in-exile.

Monia is bright and confident, despite the stress of serving in Rogue Squadron. She is fully dedicated to the cause of the Galactic Alliance Core Fleet, and she sees herself as a dedicated warrior fighting to free her people from an oppressive and brutal Empire.

Monia Gahan

CL 8

Medium Mon Calamari scoundrel 4/scout 3/ace pilot 1

Destiny 1; **Force** 4

Init +11; **Senses** low-light vision; Perception +16 (may reroll)

Languages Basic, Mon Calamarian, Quarrenese

Defenses Ref 19* (flat-footed 18), Fort 20*, Will 20

hp 47; **Threshold** 20*

Speed 6 squares, swim 4 squares

Melee unarmed +5 (1d4+4)

Ranged blaster pistol +7 (3d6+4)

Base Atk +5; **Grp** +7

Atk Options Far Shot, Point Blank Shot, Running Attack

Special Actions Gimmick, Knack, Relentless Pursuit, Vehicular Evasion

Abilities Str 10, Dex 15, Con 10, Int 14, Wis 14, Cha 11

Special Qualities breathe underwater

Talents Acute Senses, Gimmick, Improved Initiative, Knack, Relentless Pursuit

Feats Far Shot, Point Blank Shot, Running Attack, Skill Focus (Perception, Pilot, Stealth, Use Computer), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11 (may reroll), Mechanics +11, Perception +16 (may reroll), Persuasion +9, Pilot +16, Stealth +16, Use Computer +16

Possessions padded flight suit, blaster pistol, comlink, Xcalq-3GA "Slicer Special" portable computer, Xcalq stealth pack

* *When not wearing a flight suit, Monia has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 19, Threshold 19.*

Alternate Feats (from *Starships of the Galaxy*): Replace Skill Focus (Stealth) with Starship Tactics (Counter, Evasive Action, Howlrunner Formation)

HONDO KARR

Hondo Karr was never one to completely follow any ideology or command structure. A Mandalorian by birth, Karr ends up serving as an Imperial stormtrooper. However, in keeping with his Mandalorian values, Karr's dedication is to his comrades and commander, not to the Empire itself. He dislikes the treatment of military units as expendable, and he sees the end of his Imperial career once the Sith take control.

Karr nearly dies at the hands of the Sith Lord Maleval, after Karr attacks the Sith for killing his lieutenant. Fortunately, Karr's loyalty in his fellow troopers is not misplaced. They open fire on the Sith Lord, and Karr walks away with his life. Karr disappears and is a presumed dead, but eventually makes his way to the Galactic Alliance Core Fleet. His combat experience and piloting skill earn him a slot in Rogue Squadron. However, his sour demeanor doesn't change much. Still, he considers the Alliance cause worthy of his effort. Admiral Stazi puts Karr's Imperial background to good use by placing him in command of the infiltration unit that boards and steals the Star Destroyer *Imperious*.

**Hondo Karr**

CL 10

Medium Human soldier 7/elite trooper 3

Destiny 2; Force 5; Dark Side 2**Init +18; Senses Perception +11****Languages Basic, Mando'a****Defenses Ref 27 (flat-footed 24), Fort 26, Will 21****hp 91; Threshold 26****Speed 6 squares****Melee unarmed +12 (1d8+7) or****Melee vibroblade +12 (2d6+8)****Ranged blaster rifle +15 (3d8+5, devastating attack)****Base Atk +10; Grp +13****Atk Options** Melee Smash, Point Blank Shot, Precise Shot, Stunning Strike**Special Actions** Vehicular Combat**Abilities** Str 15, Dex 16, Con 14, Int 14, Wis 12, Cha 10**Special Qualities** Delay damage, damage reduction 1**Talents** Armored Defense, Devastating Attack (rifles), Greater Devastating Attack (rifles), Greater Weapon Focus (rifles), Melee Smash, Stunning Strike**Feats** Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Focus (Initiative), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Initiative +18, Mechanics +12, Perception +11, Pilot +13, Treat Injury +11, Use Computer +12**Possessions** blaster rifle, vibroblade**NU TOREENA**

Nu Toreena is a member of the Triumvirate before the Battle of Caamas, and arguably the weakest politically. She seeks to bring the war with the Empire to a quick end, no matter what the risk. As an Ithorian, she knows the horror of losing a homeworld in a vicious war, as her people lost Ithor during the Yuuzhan Vong invasion. She has no wish to see that happen to the Galactic Alliance. When Rear Admiral Piers Petan proposes a plan to ambush Emperor Fel's flagship over Caamas, Toreena fully backs the effort, despite the fact that it would mean stripping Coruscant of its protective fleet. After the Imperials spring their trap at the Battle of Caamas, Toreena and the other members of the Triumvirate are forced to surrender the Galactic Alliance to the Empire. Emperor Fel replaces the entire Triumvirate, Toreena is widely blamed for supporting the risky battle plan, and her political career comes to an abrupt end.

Nu Toreena

CL 4

Medium Ithorian nonheroic 12

Init +5; Senses Perception +18**Languages** Basic, High Galactic, Ithorese, Mon Calamarian**Defenses** Ref 9 (flat-footed 9), Fort 10, Will 14**hp 30; Threshold 10****Speed 6 squares****Melee** unarmed +8 (1d4-1)**Base Atk +9; Grp +8****Special Actions** Bellow**Abilities** Str 8, Dex 8, Con 10, Int 14, Wis 14, Cha 15**Feats** Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Perception, Persuasion), Skill Training (Gather Information, Knowledge [bureaucracy]), Weapon Proficiency (simple weapons)**Skills** Deception +18, Gather Information +13, Knowledge (bureaucracy) +18, Perception +18, Persuasion +18, Survival +8 (may reroll)**Possessions** datapad, portable computer, encrypted comlink

RONTO

Ronto is a Klatootinian pilot with Rogue Squadron. He confidently tears into opposing squadrons with measured skill, and finds wild pilots such as Andurgo to be needlessly reckless. He earns a tough reputation after surviving being shot down over Mon Calamari in the raid to steal the *Imperious*. He is rescued from an Imperial detention facility shortly thereafter by Monia and Imperial Knights.

Ronto

Medium Klatootinian scoundrel 7/ace pilot 1

Destiny 1; Force 4

Init +16; Senses Perception +9

Languages Basic, Huttese

Defenses Ref 19* (flat-footed 17), Fort 22*, Will 19

hp 52; Threshold 22*

Speed 6 squares

Melee vibroblade +7 (2d6+6)

Ranged blaster pistol +7 (3d6+4) or

Ranged blaster pistol +5 (4d6+4) with Rapid Shot

Base Atk +5; Grp +7

Atk Options Point Blank Shot, Rapid Shot

Special Actions Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Starship Raider, Vehicular Combat

Abilities Str 15, Dex 14, Con 12, Int 12, Wis 11, Cha 9

Talents Elusive Dogfighter, Hyperdriven, Knack, Lucky Shot, Starship Raider

Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Initiative +18, Mechanics +10, Perception +9, Pilot +18, Use Computer +10

Possessions padded flight suit, blaster pistol, vibroblade

* When not wearing a flight suit, Ronto has the following adjusted stats: Reflex Defense 24 (flat-footed 22), Fortitude Defense 21, Threshold 21.

Alternate Feats (from *Starships of the Galaxy*): Replace Rapid Shot with Starship Tactics (Counter)

CL 8

CAPTAIN JAIUS YORUB

A career naval officer, Yorub is a competent captain and a stalwart supporter of Admiral Stazi. Captain Yorub commands the *Scythe*-class battle cruiser *Indomitable* for many years before and after the fall of the Galactic Alliance. As the Admiral's flagship, it leads the retreat from the Battle of Caamas and becomes the headquarters for the Galactic Alliance Core Fleet.

Captain Yorub serves as Admiral Stazi's advisor for many years after the Battle of Caamas, but he is never able to convince the Admiral of his importance as an icon as well as a fleet leader. When it came time for Commander Bey to choose between obeying Admiral Stazi or obeying Captain Yorub at the battle for the *Imperious*, Bey chose to obey Yorub and saved the Admiral's life. Shortly thereafter, the wounded Captain Yorub was killed when he rammed the *Indomitable* into the Mon Calamari shipyards.

Captain Jaius Yorub

Medium Sullustan noble 4/soldier 4/officer 5

Destiny 2; Force 6

Init +12; Senses darkvision; Perception +19 (may reroll)

Languages Basic, Binary, Bocce, Bothese, Durese, Mon Calamarian, Sullustese

Defenses Ref 26 (flat-footed 25), Fort 25, Will 30; Dodge

hp 73; Threshold 25

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster pistol +11 (3d6+6)

Base Atk +10; Grp +11

Atk Options Point Blank Shot

Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Vehicular Combat

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 16, Cha 15

Special Qualities Command cover, share talent (Assault Tactics, Deployment Tactics)

Talents Armored Defense, Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, One for the Team

Feats Armor Proficiency (light), Dodge, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics], Perception, Persuasion, Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Climb +7 (may reroll), Initiative +12, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Mechanics +13, Perception +19 (may reroll), Persuasion +18, Pilot +13, Use Computer +18

Possessions Galactic Alliance light armor, blaster pistol, encrypted comlink, code cylinder, datapad

Alternate Talents (from *Starships of the Galaxy*): Replace Assault Tactics and One for the Team with Combined Fire and It's a Trap.

CL 13

TABLE 9-1: ALLIANCE ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (-2)								
Galactic Alliance armor	6,000	+4	+1	+3	—	—	9 kg	Military
Heavy Armor (-10)								
Venom assault armor	17,000	+10	+4	+1	4 sq. ¹	3 sq. ¹	38 kg	Military

¹ When running in heavy armor, you can only move up to three times your speed (instead of four times). When using the armor's jumpjets in zero-g, speed is 6 squares and 4 squares, respectively.

ALLIANCE ARMOR

The following armor is used by Galactic Alliance troops during and after the Sith-Imperial War.

Galactic Alliance Armor

Light Armor

For over 100 years, the Galactic Alliance has used variations of its own light armor design, usually in dark blue hues with black accents. In its most recent form, the armor combines a padded armor base with a reinforced breastplate and fully armored gauntlets. Some front-line troopers also use a fully enclosed helmet with helmet package, but this varies by unit. It is not uncommon to see officers and others opt to use Galactic Alliance uniform hats and caps instead.

Some variations of the standard Galactic Alliance uniform incorporate a flexible blast vest and a tight-fitting, open-faced helmet into their designs. This type is especially prevalent among the fleet crews at battle stations. It provides the same bonuses as a regular blast helmet and vest (see page 132 of the Saga Edition core rulebook).

Venom Assault Armor

Heavy Armor

Part powered armor, part armored spacesuit, Venom Assault armor provides ample protection from hostile attackers and environments. Additionally, the wearer can activate the armor's limited jump jets as a swift action to move at normal speed in zero-g. The jets are not powerful enough to lift an armored trooper in normal gravity. The suit also adds a +2 equipment bonus to the wearer's Strength. However, the wearer must have the Armor Proficiency (heavy) feat to use either the jets or gain the bonus to Strength.

The wearer may survive up to 24 hours in the vacuum of space or other hostile environmental conditions. Much like other Galactic Alliance uniforms and armor sets, the Venom Assault armor has a dark blue and black color scheme and prominently features the Galactic Alliance logo on the shoulder pauldrons.

ALLIANCE EQUIPMENT

Equipment once exclusive to the Galactic Alliance armed forces can be found scattered throughout the galaxy after the Sith-Imperial War.

**TABLE 9-2:
ALLIANCE EQUIPMENT**

COMPUTERS AND STORAGE DEVICES	COST	WEIGHT
Xcalq-3GA "Slicer Special" portable computer	7,500	2 kg
Xcalq stealth pack	1,500	—

Xcalq-3GA "Slicer Special" Portable Computer

Among the array of tools available to the Galactic Alliance Core Fleet is this portable computer designed to quickly slice through the standard security in Galactic Alliance computer systems and networks. This is useful when the Galactic Alliance Core Fleet is forced to slice systems in former Galactic Alliance installations and ships. While the Empire has overlaid many systems with its own security, and has its own military systems, most of the former Galactic Alliance bureaucratic systems still exist under the surface. Once inside, Galactic Alliance Core Fleet personnel quickly dissect it, as the systems are very similar or virtually identical to the systems they use every day on their own ships.

The Xcalq-3GA may be used as a regular portable computer and has Intelligence 14. However, when used to slice Galactic Alliance systems and networks, the opposing system is automatically treated as friendly or helpful, granting a +3 equipment bonus on all Use Computer checks made with that computer. This bonus does not apply to checks made to break through any initial Imperial security installed on the system.

Xcalq Stealth Pack

This stealth pack uses the Galactic Alliance Core Fleet's knowledge of their former computer systems to conceal a slicer's presence on a former or current Galactic Alliance computer or network.

Using a computer equipped with this software package, you can slice into a system without being traced, isolated, or cut off by the system's automatic safeguards. If another character attempts to locate, isolate, or cut off your computer, make opposed Use Computer checks. The stealth pack grants a +5 equipment bonus to your check.

ALLIANCE STARFIGHTERS

The Galactic Alliance Core fleet greatly depends on its starfighter squadrons to defend the fleet and deliver large amounts of firepower in precision strikes. The Alliance goes to great lengths to obtain the materiel and replacement starships required to keep the fleet functional. However, it prefers to use recognizable Galactic Alliance fighter models, both because the ships' systems are familiar and because it wants to remind enemies and observers that the Galactic Alliance still exists.

BB-2 STARFIRE FIGHTER-BOMBER

The BB-2 Starfire manufactured by SoroSuub is a three-man fighter-bomber with a large weapons load and considerable firepower. It primarily serves as a barrage bomber, launching multiple missiles and torpedoes in rapidfire salvos that pummel enemy ships and shields. The ship can also be outfitted with proton bombs and other ordnance.

While the Starfire won't outrun any interceptors, its enormous engines provide plenty of speed while supplying enough power to keep the ship's dual shielding system operational. However, it is not particularly agile. Instead, the BB-2 relies on a pair of turrets for additional defense, one of which mounts a laser cannon and the other a small missile launcher for use against incoming fighters.

The Starfire's three-man crew includes a pilot, copilot (primary weapons officer), and gunner (secondary weapons officer). All three crew members have access to the ship's adaptable weapons system. The pilot controls the forward-mounted laser cannon and can fire torpedoes and missiles at a -2 penalty. The copilot controls the barrage and bombing systems and can take control of one of the turrets, or even the pilot's weapons, when needed. The gunner can control either turret, or even both at the same time.

BB-2 STARFIRES ESCORT A CRUX-CLASS ASSAULT SHUTTLE.



The Starfire's typical tactics are to fire from maximum range, sending wave after wave of missiles and torpedoes against a single target or target zone. However, in order to increase accuracy and reduce wasted ordnance, the Galactic Alliance Core Fleet squadrons move their ships as close as possible to the enemy target and rely on their superior shields to survive such close encounters.

BB-2 Starfires are best paired with an escort squadron of Crossfires, especially when enemy fighters are in the area. Once the Torrents have expended their primary weapons, they usually return to their carrier for reloading. It's not uncommon for a Starfire squadron to make multiple strikes during an extended fleet action.

BB-2 Starfire Fighter/Bomber

CL 13

Gargantuan starfighter

Init +6; **Senses** Perception +6**Defenses** Ref 18 (flat-footed 13), Fort 29; +8 armor, Vehicular Combat
hp 170; **DR** 10; **SR** 30*; **Threshold** 49**Speed** fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)**Ranged** laser cannons +8 (see below) and
light laser cannon +6 (see below) and
interceptor missile +6 (see below) or**Ranged** laser cannons +8 (see below) and
light laser cannon +6 (see below) and
interceptor missile +6 (see below) or
proton torpedo salvo +11 (see below) and**Ranged** laser cannons +8 (see below) and
light laser cannon +6 (see below) and
interceptor missile +6 (see below)
ion bomb +0 (see below) and**Fighting Space** 4x4 or 1 square (starship scale); **Cover** total**Base Atk** +2; **Grp** +36**Atk Options** autofire (laser cannons)**Abilities** Str 48, Dex 20, Con —, Int 18**Skills** Initiative +6, Mechanics +6, Perception +6, Pilot +6,
Use Computer +6**Crew** 2 (skilled); **Passengers** 0**Cargo** 90 kg; **Consumables** 1 week; **Carried Craft** none**Payload** 10 interceptor missiles, 2 proton torpedo salvos, 3 ion bombs**Hyperdrive** x1, navicomputer**Availability** Military; **Cost** 200,000 (90,000 used)** Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.***Laser cannons (pilot)****Atk** +8 (+3 autofire), **Dmg** 4d10x2**Light laser cannon (gunner)****Atk** +6 (+1 autofire), **Dmg** 3d10x2**Interceptor missile (gunner)****Atk** +6, **Dmg** 4d10x2, 4-square splash**Proton torpedo salvo (gunner)****Atk** +11, **Dmg** 12d10x2, 10-square splash**Ion bomb (gunner, atmosphere only)****Atk** +0, **Dmg** 5d10 ion, 10-square splash**CF9 CROSSFIRE STARFIGHTER**

After more than a hundred years of success with the crossed-wing design featured in a multitude of X-wing variants, a new design team at Incom incorporated the concept into a mainline starfighter designed specifically for the Galactic Alliance. Due to strict government requirements, as well as advancements in engine technology and armor composition, the ship would not be a direct descendent in terms of technology or styling. In keeping with the Galactic Alliance's design philosophy of packing more power into smaller ships, the Crossfire is a much smaller fighter, aside from its signature wings. However, Incom also took the trademark crossed-wing design in a new direction.

The deployment system for the Crossfire's S-foils is mounted at the ship's bow, in front of the cockpit. Both wing sections remain horizontal in flight and landing mode, but the trailing wing section rotates to a vertical position when entering combat, while the forward section remains horizontal. The vertical wing is therefore directly in the middle of the pilot's forward view, but the wings amazingly thin profile minimizes the obstruction. The resulting gun orientation creates a laser intersection point far ahead of the fighter, making it devastating at longer ranges than fighters with twin guns mounted side-by-side.

The ship features a compact yet powerful Coldstar ion tri-engine core mounted in a heavily armored pod. Combined with the fighter's relatively small size, it provides the ship with excellent acceleration and maneuverability. Pilots love the Crossfire's ability to take punishment. Much of the fighter's durability is due to its heavily armored cockpit and fuselage shroud. While the armored canopy limits the pilot's view, the heads-up displays and combat sensor packs more than compensate.

The Crossfire is capable of operating independently of a carrier thanks to its built-in hyperdrive. It is one of the smallest ships with a fully capable navicomputer, thereby eliminating the need for an astromech droid for hyperspace navigation. While some pilots miss the companionship of the droid, most find that the new systems provide just as much information as a droid, without the personality quirks.

Finally, the Crossfire is actually a two-seater, allowing a gunner or passenger to ride along in an aft facing seat, like the Rebel snowspeeders of old. However, most ships are flown solo, as the limited firing arc of the aft-mounted laser cannon reduces their effectiveness. Combined with the typical radical maneuvers performed in dogfighting, this leaves the gunner with few opportunities to effectively contribute to a battle. Enemy pilots soon learn to ignore the aft cannon, but this can occasionally get them into trouble, should a gunner actually be on board. Additionally, the fighter is designed to be adapted quickly to pilots of many species, though some of the larger ones may find the small cockpit a bit cramped.

CF9 Crossfire Starfighter

CL 12

Gargantuan starfighter

Init +9; **Senses** Perception +6

Defenses Ref 21 (flat-footed 16), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)

Ranged laser cannons +7 (see below) and
double light laser cannon +5 (see below) or

Ranged proton torpedoes +7 (see below) and
double light laser cannon +5 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +48

Atk Options autofire (laser cannons, light laser cannon)

Abilities Str 46, Dex 26, Con —, Int 16

Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9,
Use Computer +6

Crew 1 (skilled); **Passengers** 1 (gunner)

Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none

Payload 6 proton torpedoes

Hyperdrive x1, navicomputer

Availability Military; **Cost** not available for sale

Laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 6d10x2

Double light laser cannon (gunner)

Atk +5 (+0 autofire), **Dmg** 3d10x2

Proton torpedoes (pilot)

Atk +7, **Dmg** 10d10x2, 4-square splash

I4 IONIZER STARFIGHTER

When a military force needs to disable a ship quickly with little damage to the superstructure, no small fighter can do the job more quickly than the I4 Ionizer, developed by Koensayr. Armed with multiple ion cannons, this ship unloads a barrage of ion energy designed to overwhelm a target's control systems. A squadron of Ionizers can disable a small freighter in a single pass and wreak havoc on larger ships with multiple attacks.

Fortunately for the galaxy's merchant traffic, the I4 is a strictly regulated craft, restricted to military sales only. The vast majority wind up in Galactic Alliance fleets, but following the Alliance's surrender, some decommissioned ships find their way to smaller governments and the occasional pirate flotilla.

The ship carries a single pilot plus an astromech droid and is hyperspace-capable. It is well armored, but only carries light shielding due to interference between the extensive ion weaponry and the shield generators. When more

lethal force is required, the pilot can fall back on the ship's underpowered laser cannons.

The ship can also carry a pair of wing-mounted disruptor torpedoes. These heavy, oversized torpedoes contain massive ion capacitors that discharge their energy on impact, essentially forming an ion bomb. The massive jolt of energy is capable of completely burning out a ship's electrical systems (in the case of a light freighter), or seriously damage the systems near the area of impact (in the case of large space transports or capital ships). They are generally too big and slow to be effective against agile craft such as starfighters or smaller patrol ships.

I4 Ionizer Starfighter

CL 11

Gargantuan starfighter

Init +8; **Senses** Perception +6

Defenses Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)

Ranged laser cannons +7 (see below) or
quad medium ion cannons +7 (see below) or
disruptor torpedo +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +48

Atk Options autofire (laser cannons, quad medium ion cannons)

Abilities Str 42, Dex 24, Con —, Int 16

Skills Initiative +9, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +9,
Use Computer +6 (+13*)

** If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 plus astromech droid (skilled); **Passengers** 0

Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none

Payload 2 disruptor torpedoes

Hyperdrive x1, navicomputer

Availability Military; **Cost** not available for sale

Laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 6d10x2

Quad medium ion cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 7d10x2 ion

Disruptor torpedo (pilot)

Atk +7, **Dmg** 7d10x2, 4-square splash

JUMPSTAR HPF STARFIGHTER

The Jumpstar Hyperspace Pursuit Fighter is a sleek ship with dual engines flanking a central cockpit and a pair of retractable sensor arrays that span between the engines, arcing over and under them. The fighter's primary duty is to pursue fleeing ships through hyperspace, making it popular among military organizations and law enforcement agencies that must track fleeing targets regularly. In addition to its sophisticated sensors and exceptional hyperdrive, the Jumpstar is also an excellent pursuit fighter. Though not quite as fast as the best interceptors, the ship performs well against other topline fighters.

Jumpstars successfully track targets by one of two methods. The most reliable way is to tag a target with an S-thread or other hyperspace tracking device, usually fired from the attacking fighter via a marker missile. While large starships such as capital ships or freighters are easy to tag, fighters, shuttles, and other small craft are more difficult to hit. The second method is less reliable, as it depends on the fighter's own sensor array and navigational computer to analyze a fleeing ship's departure vector, engine output, and other data that might tip off its final destination. Often such calculations must be made with great speed, and the pilot must make some educated guesses and assumptions when presented with a list of possible destinations. Plotting hyperspace jumps at great speed is always a risky business.

To trace a fleeing starship with a tracking device attached, the pilot must make a DC 15 Use Computer check. To track a starship without a homing beacon, the Jumpstar (or another Jumpstar) must have observed the ship's departure into hyperspace, and the pilot must make a DC 25 Use Computer check (with a -2 penalty for each range increment beyond short in starship scale). In either case, the pilot adds the ship's Intelligence modifier to the roll. After this roll is made, the pilot must still make a standard astrogation check to initiate the pursuit.



A JUMPSTAR HPF

Jumpstar HPF Starfighter

Gargantuan starfighter

Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)

Ranged laser cannons +8 (see below) or

Ranged marker missile +8 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +31

Atk Options autofire (laser cannons)

Abilities Str 39, Dex 22, Con —, Int 18

Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7,
Use Computer +6

Crew 1 (skilled); **Passengers** 0

Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none

Payload 8 marker missiles

Hyperdrive x1, navicomputer

Availability Military; **Cost** 275,000 (125,000 used)

* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

Laser cannons (pilot)

Atk +8 (+3 autofire), **Dmg** 5d10x2

Marker missile (pilot)

Atk +8, **Dmg** — (target vessel successfully tagged for tracking)

RC-2 TWILIGHT SCOUTSHIP

The Twilight scoutship produced by Incom is a favorite of Galactic Alliance recon units. This single-person ship has an extended cockpit, giving it enough space to allow the pilot to move around the cabin during extended surveillance duties. For shorter trips, one to two passengers may crowd aboard and operate the sensor suite at the auxiliary positions.

The Twilight incorporates advances in stealth technology originally developed for the StealthX X-wing fighter. As its name suggests, the Twilight is painted in a mottled pattern of dark gray to black hues, lightly speckled with white dots so that the ship blends into the starfield of deep space. The coating also reduces the ship's sensor reflectivity and dampens its heat signature. The ship's ion engines are similar to those of TIE fighters—small, with minimal engine glow to betray its position. While stationary and in passive sensor mode, the Twilight can be extremely difficult to detect.



The Twilight relies on stealth to survive, as it has light shielding, armor, and weaponry. However, it also carries a launcher capable of firing two powerful missiles or torpedoes, enabling it to make effective surprise attacks or giving it additional firepower if detected. Additionally, the ship can create limited jamming field to disrupt enemy sensor readings and targeting computers at short range.

RC-2 Twilight Scoutship

Gargantuan starfighter

Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat **hp** 130; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +7 (see below) or proton torpedoes +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +33

Atk Options autofire (laser cannons)

Abilities Str 43, Dex 22, Con —, Int 16

Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

CL 10

Crew 1 (skilled); **Passengers** 2

Cargo 100 kg; **Consumables** 2 weeks; **Carried Craft** none

Payload 2 proton torpedoes

Hyperdrive ×1, navicomputer

Availability Military; **Cost** 275,000 (125,000 used)

Stealth Technology—Perception and Use Computer checks made to detect this ship take a –10 penalty. An enemy attacking this ship does not apply its ship's Intelligence modifier to attack rolls.

Laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)

Atk +7, **Dmg** 10d10×2, 4-square splash

ALLIANCE SPACE TRANSPORTS

The Galactic Alliance Core Fleet relies on a mix of Alliance transports and commercially available vessels to transport personnel and materiel.

CRUX-CLASS ARMORED SHUTTLE

The *Crix*-class Armored Shuttle is one of the mainstays of the Galactic Alliance military and diplomatic services. The shuttle features a heavily armored split-shell design that encases most of the vessel. The armor provides excellent protection from attacks above or below, leaving a relatively narrow slot between the shells that exposes the engines, cockpit and sides of the ship. A tall, vertical fin houses powerful long-range communications sensors. Like so many of Corellian Engineering Corporation's designs, the shuttle is easily modified to support many different civilian and military roles as well as different classes of passenger comfort. Two primary versions are in use by the Galactic Alliance: the diplomatic courier (DC-4a) and the assault shuttle (A-2s).

The shuttle's design showcases its lineage as a joint effort between the Mon Calamari shipyards and the Corellian Engineering Corporation. The armored shell's shape and surface blisters are common to Mon Calamari craft, while the ship's engine, bridge and interior recall features of the successful Corellian Blockade Runner. Even the ship's class designation shares a history with both company's homeworlds: Rebel and New Republic hero Crix Madine was born on Corellia, and later helped to defend Mon Calamari against the reborn Emperor's World Devastators.

The diplomatic courier version of the shuttle has relatively light weapons. Pilot-controlled laser cannons flank the cockpit and are exposed at all times. However, the shuttle also carries retractable blaster turrets within the lower shell that may be extended to provide extra firepower and 360-degree protection, often to the surprise of enemies.

The assault shuttle carries heavier armor and better shielding, as well as much heavier firepower. The area between the upper and lower shells is ringed by a series of additional blaster cannons, enabling the ship to form its own perimeter of fire when on the ground in hostile territory. Troopers aboard ship may fire these cannons, or they can be set to automatic fire, which reduces their accuracy. Four boarding ramps allow the rapid deployment of troops and speeders.

Crix-class Diplomatic Courier Shuttle

CL 13

Colossal space transport

Init +0; **Senses** Perception +6

Defenses Ref 18 (flat-footed 14), Fort 31; +14 armor, Vehicular Combat hp 200; **DR** 15; **SR** 25; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)

Ranged twin laser cannons +7 (see below) and blaster cannon battery +11 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total Base **Atk** +2; **Grp** +43

Atk Options autofire (twin laser cannons, blaster cannons)

Abilities Str 52, Dex 18, Con —, Int 16

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 5 (skilled); **Passengers** 30

Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive ×1 (backup ×10), navicomputer

Availability Military; **Cost** 500,000 (200,000 used)

Twin laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 3d10×2

Blaster cannon battery (4 gunners)

Atk +11 (+6 autofire), **Dmg** 5d10×2

Crix-class Assault Shuttle

CL 15

Colossal space transport

Init +0; **Senses** Perception +6

Defenses Ref 20 (flat-footed 16), Fort 31; +16 armor, Vehicular Combat hp 200; **DR** 15; **SR** 50*; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)

Ranged twin laser cannons +7 (see below) and 2 blaster cannon batteries +11 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total Base **Atk** +2; **Grp** +43

Atk Options autofire (twin laser cannons, blaster cannon batteries)

Abilities Str 52, Dex 18, Con —, Int 16

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 5 (skilled); **Passengers** 50

Cargo 50 tons; **Consumables** 1 month; **Carried Craft** 2 landspeeders or 6 speeder bikes

Hyperdrive ×1 (backup ×10), navicomputer

Availability Military; **Cost** 600,000 (260,000 used)

* *Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.*

Twin laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 5d10×2

Blaster cannon battery (4 gunners)

Atk +11 (+6 autofire), **Dmg** 7d10×2

MT DROPSHIP

The Corellian Engineering Corporation's MT dropship is the Galactic Alliance's standard means of transporting large numbers of troops and their heavy equipment and vehicles to a planet's surface. The ship is a towering, conical craft. The bridge and command center are located at the top of the truncated cone, giving the pilots and commanders a 360° view of the area around them. Pilot stations can be configured to view out of the sides of the ship while descending, or up through the top while flying in space. Communications arrays jut out from the top of the cone, while the level below the command center is ringed with laser cannons and missile launchers.

Once on the ground, the sides of the cone's base retract to allow troops and vehicles to disembark quickly. The ship carries 200 troops plus gear and speeders, or 4 Huge walkers or speeders and up to 50 support troops.

The ship is heavily armored and shielded, but is relatively slow and requires an escort to a battle zone. It is not hyperspace capable. It often serves as a shuttle, bringing down multiple waves of troops and vehicles, and evacuating wounded or other personnel. It also serves as a central command post and communications center for troops on the ground.

MT Dropship

CL 15

Colossal space transport

Init -2; **Senses** Perception +6

Defenses Ref 18 (flat-footed 16), Fort 38; +16 armor, Vehicular Combat hp 300; **DR** 15; **SR** 50; **Threshold** 88

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)

Ranged laser cannon battery +15 (see below) and concussion missiles +11 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +50

Atk Options autofire (laser cannons)

Abilities Str 66, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,
Use Computer +6

Crew 15 (skilled); **Passengers** 200

Cargo 500 tons; **Consumables** 1 week; **Carried Craft** special

Payload 24 concussion missiles

Availability Military; **Cost** 600,000 (300,000 used)

Laser cannon battery (6 gunners)

Atk +15 (+10 autofire), **Dmg** 6d10x2

Concussion missiles (4 gunners)

Atk +11, **Dmg** 9d10x2, 4-square splash

SCARLET STAR

The *Scarlet Star* is one of many light freighters in service to the Galactic Alliance Core Fleet. The ship is an old YT-2400, but one that has led a charmed life. Though its core design may be obsolete by modern standards, its systems have been significantly modernized and updated. Of course, such a ship is always temperamental, although the YT series has long been known for its longevity and sturdiness. The commonness of the ship type, even after all these years, still makes it easy to find parts for maintenance, and it rarely draws much attention to itself.

The *Scarlet Star* hauls light cargo, parts, and other supplies required by the fleet. It often doubles as a passenger ship or shuttle when required. It has no set crew or owner, but is instead assigned to different crews or mission teams as needed. While it is decently armored and armed, the fleet does not use it as a combat vessel.

Scarlet Star (Modified YT-2400 Transport)

CL 10

Colossal space transport

Init -1; **Senses** Perception +6

Defenses Ref 19 (flat-footed 16), Fort 27; +15 armor

hp 120; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares
(starship scale)

Ranged laser cannons +4 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +37

Abilities Str 42, Dex 18, Con —, Int 14

Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3,
Use Computer +6

Crew 3 (skilled); **Passengers** 6

Cargo 150 tons; **Consumables** 2 months; **Carried Craft** none

Availability Unique; **Cost** not available for sale

Laser cannons (gunner)

Atk +4, **Dmg** 5d10x2

ALLIANCE CAPITAL SHIPS

The Galactic Alliance Core Fleet contains examples above almost every major capital ship deployed by the Galactic Alliance in recent years. However, as time wears on, they are always on the lookout to acquire additional ships, from almost any source. Some are acquired from the Imperials, a very few are purchased through commercial channels, and some are mothballed Galactic Alliance starships that were stolen from the repositories before they could be scrapped after the Imperial takeover.

SABERTOOTH-CLASS ASSAULT & RESCUE VESSEL

The *Sabertooth*-class ship is unique in design and function. It features two long "teeth" that extend down from its bow. These teeth are heavily reinforced and adjust to almost any angle. Concealed within are powerful close-range grapppling systems, enabling the ship to capture and latch on to enemy vessels or damaged craft. The teeth are strong enough to pierce the hulls of many craft, enabling zero-g assault troops to board captured vessels or quickly deploy rescue teams.

A captured ship is largely helpless in the *Sabertooth's* grip. The ship's powerful engines enable it to haul its catch quickly out of the area. Its superstructure is designed to absorb close-range laser fire and survive collisions with little to no damage. As a last resort, if the *Sabertooth's* teeth become trapped in a vessel that is in danger of exploding or otherwise harming the *Sabertooth* itself, it may use explosive bolts to jettison the teeth in order to make a hasty retreat.

Its dual role as an assault ship and rescue vessel require it to carry assault troops, equipment, and weaponry for boarding actions, as well as a full complement of medical and rescue personnel.

Tactical Fire: As a standard action, a *Sabertooth*-class ship can forgo all attacks to provide tactical fire to all adjacent squares. Any successful attack against an enemy ship of Colossal (frigate) size or larger within this area deals +1 die of damage.

A SABERTOOTH-CLASS FRIGATE TRADES FIRE WITH AN ARDENT-CLASS FAST FRIGATE.



Sabertooth-class Assault & Rescue Vessel

CL 17

Colossal (frigate) capital ship

Init +0; Senses Perception +6

Defenses Ref 15 (flat-footed 11), Fort 35; +11 armor

hp 780; DR 15; SR 100; Threshold 135

Speed fly 3 squares (starship scale)

Ranged 3 turbolaser batteries +12* (see below) and
2 point-defense laser cannon batteries +12 (see below) and
2 tractor beam batteries +12* (see below)

Fighting Space 1 square (starship scale); Cover total

Base Atk +2; Grp +47

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 60, Dex 18, Con —, Int 14

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 800 (skilled); Passengers 300 (troops and rescue personnel)

Cargo 3,000 tons; Consumables 1 year; Carried Craft none

Hyperdrive x1 (backup x10), navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)

Atk +12 (-8 against targets smaller than Colossal), Dmg 4d10x5

Point-defense laser cannon battery (5 gunners)

Atk +12 (+7 autofire), Dmg 2d10x2

Tractor beam battery (5 gunners)

Atk +12 (-8 against targets smaller than Colossal),
Dmg — (grapple +48)

SHASHORE-CLASS FRIGATE

The Mon Calamari *ShaShore*-class frigate is one of the Galactic Alliance's most versatile ships. As with other Galactic Alliance ships, the frigate has large blade-like structures at the bow of the craft. However, on the *ShaShore*, the blades may be switched out for specialized units, blades, or pods. In the standard configuration, the blades house an array of turbolasers and torpedo tubes. Other options include long-range sensor pods, sensor jammers, and devastating barrage-style missile launchers.

The *ShaShore* forgoes strong defenses in lieu of greater speed, maneuverability, and weaponry. It also relies on the squadrons of starfighters it carries for close defense against enemy fighters.

Tactical Fire: As a standard action, a *ShaShore*-class frigate can forgo all attacks to provide tactical fire to all adjacent squares. The commander of any allied starship that begins its turn in this area can choose for the ship to receive either a +1 morale bonus on all attacks made by its gunners, a +1 morale bonus to all defenses, or a +2 morale bonus on all Pilot checks made by its pilot until the start of its next turn.

ShaShore-class Frigate

CL 18

Colossal (frigate) capital ship

Init -1; Senses Perception +6

Defenses Ref 14 (flat-footed 11), Fort 36; +11 armor

hp 900; DR 15; SR 100; Threshold 136

Speed fly 3 squares (starship scale)

Ranged 6 turbolaser batteries +16* (see below) and
2 point-defense laser cannon batteries +16 (see below) and
2 proton torpedo batteries +12* (see below) and
1 tractor beam battery +8* (see below)

Fighting Space 1 square (starship scale); Cover total

Base Atk +2; Grp +48

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 62, Dex 16, Con —, Int 18

Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1,
Use Computer +6

Crew 1,200 (skilled); **Passengers** 250 (troops)
Cargo 7,000 tons; **Consumables** 2 years; **Carried Craft** 24 CF9 Crossfire starfighters, 2 shuttles
Payload 80 proton torpedoes
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale
** Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (6 gunners)

Atk +16 (-4 against targets smaller than Colossal), **Dmg** 4d10×5

Point-defense laser cannon battery (6 gunners)

Atk +16 (+11 autofire), **Dmg** 2d10×2

Proton torpedo battery (4 gunners)

Atk +12 (-8 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

Tractor beam battery (2 gunners)

Atk +8 (-12 against targets smaller than Colossal),
Dmg — (grapple +48)

Alternate Blade Configurations

The weapons shown above reflect the *ShaShore*'s basic configuration. If alternate bow blades are installed, adjust per the following:

Long Range Sensor Pod—Replace the proton torpedo batteries and two turbolaser batteries with long-range sensors. The distance penalty for Use Computer checks with long-range sensors is reduced from -5 to -2 for every 10 squares to the target. The first time a ship moves within 60 squares of the *ShaShore* (instead of 30 squares), the *ShaShore* can make a Use Computer check to identify it (see page 19 of *Starships of the Galaxy*).

Communications Jammer—Replace the proton torpedo batteries and two turbolaser batteries with a communications jamming array and enhanced sensor array. This ship gains a +4 equipment bonus to its Intelligence score. All enemy ships within 6 squares of the *ShaShore* take a penalty on Use Computer checks involving communications and fire control systems. The penalty is -6 for starfighters, -4 for space transports and -2 for capital ships (see pages 44 and 51 of *Starships of the Galaxy*).

Concussion Barrage Blades—Replace the proton torpedo batteries and two turbolaser batteries with 4 heavy concussion missile batteries (see below).

Heavy Concussion missile battery (5 gunners)

Atk +14 (-6 against targets smaller than Colossal), **Dmg** 9d10×5, 4-square splash

SCYTHE-CLASS BATTLE CRUISER

The *Scythe*-class battle cruiser is the backbone of the Galactic Alliance fleet, necessitated by economic realities that promoted the use of small, fast vessels in lieu of the massive Super Star Destroyers or Mon Calamari Viscounts of previous generations. The *Scythe* is about a third the size of an Imperial Star Destroyer, but faster and more maneuverable than the current *Pellaeon*-class Star Destroyer.

The *Scythe* is so named for the massive vertical blade bisecting the bow of the ship. The leading edge of the blade, as well as the leading edge of the ship's main fuselage, contains densely spaced turbolaser batteries and torpedo tubes. This impressive array of weaponry can be focused on a single point ahead of the ship, commonly called the "cross of fire." Few ships can withstand the focused, withering firepower brought to bear within the cross for any length of time.

The ship's configuration comes with tradeoffs, however. Massive power conduits run from the ship's main power generators and numerous auxiliary generators to the many turbolasers and other weapons through the length of the blade. Also, the *Scythe*'s weapon arrangement decreases the firepower available to defend the remaining firing arcs. The ship relies on its superior maneuverability and speed to bring its "cross of fire" to bear, and keep enemy ships from outflanking it. Escorting capital ships and fighters aid in the ship's side and aft defenses as well.

The *Scythe* also serves as a fleet carrier, with hangar levels taking up much of the lower decks of the blade. The two upper hangars serve the starfighters, shuttles, and smaller craft, while larger vessels, such as assault ships and supply ships, use the lower hangars. Docking ports are also provided in other areas around the main fuselage.

Tactical Fire: As a standard action, a *Scythe*-class battle cruiser can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Any enemy starship that starts its turn in this area takes a -2 penalty to Reflex Defense and decreases its DR by 5 until the start of its next turn.

"THOUGH BATTLES
 HAVE BEEN LOST,
 THE ALLIANCE STILL
 LIVES. WE HAVE NOT
 SURRENDERED, WE
 DO NOT CONCEDE
 THE STARS. WE WILL
 WIN BACK
 OUR BIRTHRIGHT."

-JAIUS YORUB

Scythe-class Battle Cruiser

CL 22

Colossal (cruiser) capital ship

Init -1; Senses Perception +6

Defenses Ref 16 (flat-footed 13), Fort 54; +13 armor

hp 1,900; DR 20; SR 130; Threshold 254

Speed fly 3 squares (starship scale)

Ranged 3 heavy turbolaser batteries +13* (see below) and

6 turbolaser batteries +13* (see below)

2 heavy ion cannon batteries +9* (see below)

2 tractor beam batteries +9* (see below)

4 proton torpedo batteries +13* (see below)

Fighting Space 2x2 squares (starship scale); Cover total

Base Atk +2; Grp +66

Atk Options cross of fire

Abilities Str 99, Dex 16, Con —, Int 20

Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1,
Use Computer +6

Crew 5,200 (skilled); Passengers 1,500 (troops)

Cargo 18,000 tons; Consumables 1 year; Carried Craft 36 CF9 Crossfire
starfighters, 4 shuttles

Payload 160 proton torpedoes

Hyperdrive x.75 (backup x8), navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Cross of Fire—As a standard action, the commander of the *Scythe*-class battle cruiser can designate a single square within 6 squares as the ship's cross of fire zone. When the battle cruiser fires on a single target within its cross of fire zone, it gains a +2 bonus on the attack roll and deals +1 die of damage on a hit.

Heavy turbolaser battery (4 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 12d10x5

Turbolaser battery (4 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 8d10x5

Heavy ion cannon battery (2 gunners)

Atk +9 (-11 against targets smaller than Colossal), Dmg 6d10x5 ion

Tractor beam battery (2 gunners)Atk +9 (-11 against targets smaller than Colossal),
Dmg — (grapple +66)**Proton torpedo battery (4 gunners)**Atk +13 (-7 against targets smaller than Colossal), Dmg 10d10x5,
4-square splash**Indomitable**

The *Indomitable* is the famous flagship of Admiral Stazi and the Galactic Alliance Core Fleet, a symbol of the Galactic Alliance's power throughout the Sith-Imperial War. When Admiral Stazi uses the ship to lead a desperate retreat from the Imperial trap at the Battle of Caamas, the ship becomes a symbol of the Core Fleet's unwillingness to yield to tyranny, in spite of the Galactic Alliance's surrender.

The *Indomitable* is destroyed in Admiral Stazi's attempt to capture the *Star Destroyer Imperious* at the Mon Calamari shipyards. Captain Yorub rams the *Indomitable* into the shipyard ring, destroying a third of the structure and massively damaging the rest, seriously inhibiting Imperial starship construction and repair.

Tactical Fire: As a standard action, the *Indomitable* can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Any enemy starship that starts its turn in this area takes a -2 penalty to Reflex Defense and decreases its DR by 5 until the start of its next turn.

Indomitable (Scythe-class Battle Cruiser)

CL 23

Colossal (cruiser) capital ship

Init +1; Senses Perception +8

Defenses Ref 16 (flat-footed 13), Fort 54; +13 armor

hp 1,900; DR 20; SR 130; Threshold 254

Speed fly 3 squares (starship scale)

Ranged 3 heavy turbolaser batteries +16* (see below) and

6 turbolaser batteries +16* (see below)

2 heavy ion cannon batteries +12* (see below)

2 tractor beam batteries +12* (see below)

4 proton torpedo batteries +16* (see below)

Fighting Space 2x2 squares (starship scale); Cover total

Base Atk +5; Grp +69

Atk Options cross of fire

Abilities Str 99, Dex 16, Con —, Int 20

Skills Initiative +1, Mechanics +8, Perception +8, Pilot +1,
Use Computer +8

Crew 5,200 (expert); Passengers 1,500 (troops)

Cargo 18,000 tons; Consumables 1 year; Carried Craft 36 CF9 Crossfire
starfighters, 6 shuttles, 2 light freighters

Payload 160 proton torpedoes

Hyperdrive x.75 (backup x8), navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Cross of Fire—As a standard action, the commander of the *Indomitable* can designate a single square within 6 squares as the ship's cross of fire zone. When the battle cruiser fires on a single target within its cross of fire zone, it gains a +2 bonus on the attack roll and deals +1 die of damage on a hit.

Heavy turbolaser battery (4 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 12d10x5

Turbolaser battery (4 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 8d10x5

Heavy ion cannon battery (2 gunners)

Atk +12 (-8 against targets smaller than Colossal), Dmg 6d10x5 ion

Tractor beam battery (2 gunners)

Atk +12 (-8 against targets smaller than Colossal),

Dmg — (grapple +69)

Proton torpedo battery (4 gunners)Atk +16 (-4 against targets smaller than Colossal), Dmg 10d10x5,
4-square splash**TRI-SCYTHE-CLASS FRIGATE**

The Galactic Alliance and the Mon Calamari shipyards occasionally experiment with variations of the "cross of fire" concept, as evidenced by the *Tri-Scythe*. It is bulkier than the *ShaShore*-class frigate, due to the additional reactors and generators needed to power the weaponry housed within three parallel blades at the bow of the ship. The blade configuration contains fewer weapons than the standard *Scythe*, but far more than the *ShaShore*. Unfortunately, the added bulk decreases the ship's maneuverability and speed, leaving the ship less able to bring its "cross of fire" to bear, and making it easier for attacking craft to flank. The ship's carried craft complement is slightly larger than other frigates.

Tactical Fire: As a standard action, a *Tri-Scythe*-class frigate can forgo all attacks to provide tactical fire to all adjacent squares. Allied ships within this area gain a +1 bonus on attack rolls and a +4 bonus on damage rolls with all attacks.

***Tri-Scythe*-class Frigate**

CL 18

Colossal (frigate) capital ship

Init -2; Senses Perception +6

Defenses Ref 13 (flat-footed 11), Fort 36; +11 armor

hp 920; DR 15; SR 100; Threshold 136

Speed fly 3 squares (starship scale)

Ranged 10 turbolaser batteries +15* (see below) and

2 point-defense laser cannon batteries +15 (see below) and

1 tractor beam battery +7* (see below) and

4 proton torpedo batteries +11* (see below)

Fighting Space 1 square (starship scale); Cover total

Base Atk +2; Grp +48

Abilities Str 62, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,

Use Computer +6

Crew 1,400 (skilled); Passengers 250 (troops)

Cargo 7,000 tons; Consumables 2 years; Carried Craft 12 CF9 Crossfire
starfighters, 2 shuttles

Payload 160 proton torpedoes

Hyperdrive x1 (backup x10), navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (6 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 4d10x5

Point-defense laser cannon battery (6 gunners)

Atk +15 (+10 autofire), Dmg 2d10x2

Tractor beam battery (2 gunners)

Atk +7 (-13 against targets smaller than Colossal),

Dmg — (grapple +48)

Proton torpedo battery (4 gunners)Atk +11 (-9 against targets smaller than Colossal), Dmg 10d10x5,
4-square splash**DEEP SPACE CAMPS**

Constantly on the run and without access to a major shipyard or spaceport, the Galactic Alliance Core Fleet must improvise in the maintenance and repair of its starships. Unable to use known systems without risking detection by Imperial spies or surveillance, the fleet has established a number of deep space rendezvous points, hidden in the void, far from frequently traveled spacelanes and known systems. The fleet might use a rendezvous point as merely a meeting place or initial staging area before an attack, or as a post-engagement rally point. However, there are also a few semipermanent deep space "encampments," where damaged ships can retreat and know that repair vessels and additional aid will be available immediately upon arrival. At the very least, ships stand ready to evacuate wounded and provide emergency repair services. Even these deep space camps are relocated on a regular if not frequent basis, to decrease the chances of detection.

The primary encampment is known as the Black Redoubt. It features the Alliance's most prized support vessels, along with some impressive defenses. The centerpiece of the operation is a mobile spacedock supported by a fleet of starship tenders. Defending the dock and ships is one the Alliance's most impressive acquisitions: a relatively recent model Golan Defense Platform, complete with hyperdrive. Defending ships are rotated to the Black Redoubt as a form of R&R, where they serve to defend the area and take care of routine maintenance. Typically, there is a minimum of two dozen ships at the Redoubt, including numerous tenders, the spacedock, the defense platform, and other vessels.

In an emergency, most deep space camps are able to jump to hyperspace within minutes of detection. However, the Black Redoubt takes a lot more time and effort to evacuate. The mobile spacedock must be empty before it can jump to hyperspace. The Golan Defense Platform is able to jump with less preparation, but requires time to reroute power to the hyperspace engines.

SPINWARD-CLASS TENDER

Deep space tenders are mobile repair ships designed to render aid to space transports and capital ships. A tender affects repairs to the exterior of a craft by pulling alongside and using powerful tractor beams to moor the ships together. Repairs are carried out using enormous ship-mounted robotic arms and zero-g damage control and maintenance teams working in EVA suits or repair pods. An extensive contingent of maintenance, repair, and astromech droids complement the regular crews, and often carry out repairs in dangerous areas or conditions.

A tender contains a variety of spare parts, plating, and other repair materials, and almost operates as a miniature spacedock. It is not uncommon for many tenders to repair a single extensively damaged capital ship. While they can render extensive aid to many craft, they are no replacement for a full-sized spacedock. Tenders are large ships in their own right, as big as bulk freighters, but they are still dwarfed by the capital ships they work on.

Spinward-class Tender

CL 15

Colossal (frigate) capital ship

Init -4; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 32; +10 armor
hp 400; **DR** 15; **SR** 60; **Threshold** 132

Speed fly 3 squares (starship scale)

Ranged laser cannon battery +9* (see below)

Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +44

Abilities Str 55, Dex 10, Con —, Int 12

Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4,
Use Computer +6

Crew 1,000 (skilled); **Passengers** 500 (technicians)

Cargo 15,000 tons; **Consumables** 1 year; **Carried Craft** 4 shuttles, 25 repair pods

Hyperdrive x2 (backup x10), navicomputer

Availability Military; **Cost** not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Laser cannon battery (4 gunners)

Atk +9 (-11 against targets smaller than Colossal), **Dmg** 4d10x2

GOLAN VIII SPACE DEFENSE PLATFORM

The venerable Golan Defense Platform has been a mainstay of orbital defense systems for well over a century. Commonly deployed to defend planets or space stations, recent models incorporate a hyperdrive for easier relocation. That said, the defense platform is not designed to be moved every day and requires primary power systems to be rerouted to activate the hyperdrive.

The Golan VIII platform is heavily armed with turbolasers, point-defense emplacements, torpedoes, and missile batteries. It also houses two squadrons of starfighters, primarily for its own defense. As the station cannot depend on mobility during a battle, it has an impressive shield array and heavy armor plating.

Tactical Fire: As a standard action, a Golan VIII defense platform can forgo all attacks to provide tactical fire to all squares within 3 squares of itself. Any space transport or capital ship that enters this area immediately ends its movement.

Golan VIII Space Defense Platform

CL 25

Colossal (station) space station

Init -8; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 70; +14 armor
hp 2,500; **DR** 20; **SR** 300; **Threshold** 570

Speed fly 1* squares (starship scale)

Ranged 10 turbolaser batteries +14** (see below) and
4 point-defense laser cannon batteries +12 (see below) and
4 proton torpedo batteries +12** (see below) and
4 tractor beam batteries +12** (see below)

Fighting Space 2x2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +82

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 130, Dex 2, Con —, Int 18

Skills Initiative -8, Mechanics +6, Perception +6, Pilot -8,
Use Computer +6

Crew 1,100 (skilled); **Passengers** 100 (troops)

Cargo 15,000 tons; **Consumables** 6 months; **Carried Craft** 20 shuttles,
24 starfighters, 150 work pods

Payload 240 proton torpedoes

Hyperdrive x4 (backup x12), navicomputer

Availability Licensed; **Cost** 45,000,000 (20,000,000 used)

* Any turn in which the Golan VIII defense platform moves, it loses all SR and can make no attacks.

** Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)

Atk +14 (-6 against targets smaller than Colossal), Dmg 8d10x5

Point-defense laser cannon battery (4 gunners)

Atk +12 (+7 autofire), Dmg 2d10x2

Proton torpedo battery (4 gunners)Atk +12 (-8 against targets smaller than Colossal), Dmg 10d10x5,
4-square splash**Tractor beam battery (5 gunners)**Atk +12 (-8 against targets smaller than Colossal),
Dmg — (grapple +82)**MOBILE SPACEDOCK 220**

The Rendili Star Drive Mobile Spacedock 220 is essentially a mobile shipyard, offering drydock services to capital ships up to the size of a *ShaShore*-class frigate. The Galactic Alliance has one such spacedock, which normally requires a crew of thousands but is currently understaffed. Recruiting loyal technicians and mechanics for the spacedock has become a significant goal for the Galactic Alliance Core Fleet.

Most of the dock consists of an enormous metal frame that envelops a ship moored inside for repair. Large areas within the dock can be cordoned off by projected force fields to provide an atmosphere when extensive

repairs are required. The metal frame is attached to a large central spine that includes the dock's power generators, crew quarters, machine shops, thrusters, and primary engines.

Although the dock is mobile, it cannot move while ships are docked. Moreover, the ribs of the metal frame must be retracted before the dock can make hyperspace jumps. Preparations usually take 12 to 24 hours, but the crew can reduce this time to 2 hours in an emergency. This results in damage to some partially stored equipment and systems, and takes days to sort out after the jump.

Rendili Star Drive Mobile Spacedock 220

CL 20

Colossal (station) space station

Init -8; Senses Perception +5

Defenses Ref 11 (flat-footed 11), Fort 68; +14 armor
hp 2,100; DR 20; SR 100; Threshold 568

Speed fly 1* squares (starship scale)

Ranged 2 turbolaser batteries +9** (see below) and
2 point-defense laser cannon batteries +9 (see below)
4 tractor beam batteries +9** (see below)

Fighting Space 2x2 squares (starship scale); Cover total

Base Atk +0; Grp +78

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 126, Dex 4, Con —, Int 16

Skills Initiative -8, Mechanics +6, Perception +6, Pilot -8,
Use Computer +6

Crew 1,000 (normal); Passengers 2,000 (technicians)

Cargo 600,000 tons; Consumables 1 year; Carried Craft 20 shuttles,
150 work pods

Hyperdrive x4 (backup x12), navicomputer

Availability Licensed; Cost 100,000,000 (45,000,000 used)

* The spacedock cannot move with a docked starship.

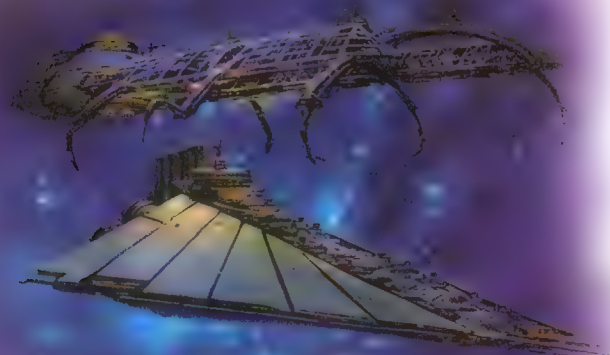
** Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (4 gunners)

Atk +9 (-11 against targets smaller than Colossal), Dmg 8d10x5

Point-defense laser cannon battery (4 gunners)

Atk +9 (+4 autofire), Dmg 2d10x2

Tractor beam battery (4 gunners)Atk +9 (-11 against targets smaller than Colossal),
Dmg — (grapple +78)

CHAPTER X THE GALACTIC EMPIRE





The Galactic Empire is one of the most feared, hated, and despised governments in the history of the *Star Wars* saga. In the Legacy era, the Empire has risen again, despite having once been reduced to a mere fraction of its power following the heroics of Luke Skywalker and his generation of heroes. With the Empire once again in control of the galaxy, innocent lives are lost, freedom is repressed, and the galaxy is once again in the hands of a totalitarian dictator and his corrupt, power-mad servants who abuse the rights of those they rule over. The galaxy has been plunged into darkness once more, and the atrocities of the Rebellion era have returned, this time at the hands of a Dark Lord of the Sith who wears his title overtly, letting the galaxy know that, while the Empire is their government, the Sith are their masters.

DARTH KRAYT'S EMPIRE

When most citizens of the galaxy speak of the Galactic Empire, they are referring to the Empire ruled by Darth Krayt. This Empire is vast and galaxy spanning, just like the Empire from which it was originally born. The Galactic Empire stretches from the Deep Core to the Outer Rim, and through a resurgence in Imperial influence, there is hardly a world that is untouched in some way by Krayt's Empire. The Empire ruled by Darth Krayt is known to almost all sentient beings in the galaxy, though the farther one gets from the Galactic Core the less an individual is likely to have interacted with the Empire in some way. Only in the Unknown Regions and in Wild Space are there entire sectors free of Imperial influence; even distant Outer Rim worlds have Imperial garrisons and regional governors.

Darth Krayt's Empire is nearly identical in philosophy, form, and function to Palpatine's Galactic Empire, as the former is merely a continuation of the latter. After Palpatine's death, the Galactic Empire is reduced to controlling a small number of sectors. After the Yuuzhan Vong invasion, the Empire begins slowly regaining popularity, even after joining the Galactic Alliance. Meanwhile, the Sith are secretly growing more powerful on Coruscant, awaiting a moment to emerge and reclaim the galaxy. With the spectacular failure of the Ossus Project (orchestrated by the Sith to throw blame upon the Yuuzhan Vong), the Empire is spurred into action, drawing a number of new worlds into its fold. These are but the first pebbles in an avalanche, and soon all-out war breaks out between the newly resurgent Empire and the Galactic Alliance. Along the way, the Sith approach Moff Nyna Calixte with a proposal, promising to join the war on the side of the Empire and counter the Jedi, who were tipping the war in the Galactic Alliance's favor. Calixte brings the proposal before the Council of Moffs, who pressure Emperor Roan Fel into accepting the Sith proposal, just as they had pressured him into the war in the first place. With that acceptance, the Sith join the war.

By the end of the war, the Sith have revealed themselves, the Alliance is shattered, and the galaxy is under Imperial control. The decisive battle comes at Caamas, where the Empire forces the Galactic Alliance to surrender. Darth Krayt deposes Emperor Fel and takes the throne for himself, completing the transition from a galaxy under Alliance rule to one under the sole dominion of the Galactic Empire. In most ways, the Galactic Empire is the same as it has always been: The Empire uses oppression and tyranny to ensure order, and the Sith rule the galaxy. There are a few significant differences between Palpatine's Empire and Darth Krayt's Empire, however.

Krayt's Sith Lords operate in the open, unlike the secret apprentices and dark Force-users that served under Palpatine and Darth Vader. Similarly, this new Empire has abandoned much of its humanocentrism, and is far more accepting of alien species within its ranks. Perhaps this is a lesson learned from both the actions of Grand Admiral Thrawn and the strength of the Rebel Alliance, but Darth Krayt's Empire knows few species-based prejudices (though by sheer numbers Humans remain the most common agents of the Empire).

By and large, the Galactic Empire following the Sith-Imperial War is philosophically, organizationally, and functionally similar to the Galactic Empire under Palpatine. Noting the exceptions listed in this chapter, Game-masters can feel free to pull almost any concept from the Galactic Empire under Palpatine and bring it forward to use in a Legacy era campaign. For example, just because this chapter does not delve into the organization of Imperial Intelligence doesn't mean you shouldn't use Imperial Intelligence in your games; after all, this is the Empire risen to power once more, and many things that worked for Palpatine continue to work for Darth Krayt.

THE SITH LORDS

The Sith fill a variety of roles in the new Galactic Empire. This begins at the top with the man who sits upon the Imperial throne on Coruscant, Darth Krayt. Krayt is the supreme ruler of the Empire, and his word is law. The Emperor rules over the Council of Moffs as well as over the other Sith Lords, making him the leader of the two greatest factions of the Galactic Empire. Darth Krayt also serves as the Sith Lord who has dominion over Coruscant, and commands the Coruscant Defense Fleet and all of the military forces on the world. Both Sith and Imperial alike bow before Darth Krayt.

Below Darth Krayt are the Sith Lords, who are taught in the Sith tradition. When a potential Sith candidate is found, whether young or seasoned, he is placed under the tutelage of an existing Sith Lord, serving as an apprentice until such a time as his or her training is complete. At that time, the Sith apprentice undergoes a rite of passage that sometimes (though not always) requires the apprentice to slay his or her master. Being chosen as a Sith Master is a great honor, but not one without peril; it can be a new way to bring powerful Sith into the galaxy, but it can also be a convenient way for Darth Krayt to dispose of a troublesome and ambitious Sith Lord. Additionally,

Darth Krayt himself oversees many aspects of a Sith apprentice's training, the final days of which usually take place on Coruscant.

The Sith Lords have several responsibilities within the Empire, which are handed down from Darth Krayt himself. One of the most important responsibilities is acting as an overseer of military forces. This can mean being assigned to an individual squad of soldiers, or being given command of an entire fleet of starships. Not every fleet or sector army has a Sith Lord in command, but most do; these Sith Lords are outside and above the military command structure, much as Darth Vader was over the forces of Palpatine's Empire. The Sith Lords command the military forces under their control, make field promotions and execute those officers who fail them, and direct the Empire's resources to stamp out dissent and sedition. When a Sith Lord is assigned to a military unit of any size, none under his command can oppose his wishes.

Other Sith Lords are given dominion over regions, sectors, or individual planets. Most of the Core Worlds are so heavily populated that they require their own Sith Lord to oversee affairs. These Sith are usually assigned alongside Moffs and other regional governors, though like their position in the military, the Sith Lords are outside and above the typical bureaucracy. Much as Darth Krayt rules over the Empire from his throne, many Sith Lords sit on thrones (both literal and figurative) of star systems and sectors. Sith Lords placed in rulership positions may be given domains of varying size, usually depending on the population of those areas; while some Sith Lords rule over individual Core Worlds, the same Sith Lord might rule over every planet in the Mynos Cluster.

The final, and some might say most sinister, duty of the Sith Lords is to hunt down and capture (or kill) Jedi who remain active in the galaxy. The new Empire has no need of an Inquisitorius, as Palpatine did. The Sith Lords serve the same purpose as the Inquisitors, and captured Jedi are brought to Coruscant to be tortured and interrogated by Darth Maladi. Combined with the bounty on the heads of all Jedi, the Sith Lords have managed to capture and kill hundreds of Jedi who escaped the initial destruction of the Ossus academy. Some Sith Lords are assigned to this duty exclusively, working alone to seek out hidden Jedi and expose them; others do so while holding a military post or rulership position.

"HE IS YOUR
SERVANT, MY LORD,
AS ARE WE ALL. WE
LIVE OR DIE AS YOU
COMMAND."

-DARTH WYYRLOK

THE EMPEROR'S HANDS

A select few Sith Lords are given the title of Emperor's Hand, a tradition that Darth Krayt has resurrected from the days of Palpatine. These Hands function as the Emperor's agents throughout the galaxy, performing secret tasks at Krayt's whim. The position of Emperor's Hand is one of great honor, and it is fought over among the Sith Lords viciously. Many of the Sith struggle to prove their worthiness to Darth Krayt in hopes of becoming the next Hand, both to become one of the Emperor's most trusted agents but also to get close enough to him to be in position should the Emperor stumble and the chance to strike him down arise. Rumors exist that Krayt has at least one non-Sith Hand, though none of the Sith Lords have ever seen or heard from such an individual.

THE COUNCIL OF MOFFS

The Council of Moff's is the highest ruling bureaucratic body in the Empire. The Council consists of those individuals who have reached the highest rank in the Imperial government to become leaders of various organizations within the Empire. The Council consists of the Director of Imperial Intelligence, the Director of the Imperial Diplomatic Corps, the Supreme Commander of the Empire's military forces, the Grand Admiral in command of the Imperial Navy, the General in command of the Imperial Army, and the Director of the Imperial Mission. This balance between three civilian leaders and three military leaders helps ensure balance within the council. Additionally, each of the members of the Council of Moff's has control over a single sector, making them governors of the people as well as organization heads.

The Council of Moff's makes all of the high-level decisions that affect the whole of the Empire. Though they answer to the Emperor, Darth Krayt does not typically trouble himself with the more bureaucratic matters of state, leaving the act of ruling much of the Empire in the Council's hands. In many ways, the Council of Moff's serves much as the Imperial Senate did in the days before its dissolution under Palpatine, though with fewer members, decisions are reached rather more quickly. For a matter to be brought before the Council of Moff's, it must be of extreme importance, as the lives of billions depend on their decisions. Lesser matters of state are handled by the individual Moff's and other regional governors throughout the galaxy.

Although the Council supposedly comes together to make decisions for the greater good of the Empire, there are clearly signs of suspicion between the Moff's. The Council is often divided on a variety of issues, and none of the Moff's seems to truly trust the others. However, a collective fear for the power of the Sith keeps the Moff's from squabbling among themselves too much, and thus far none of their political maneuvering has caused too much unrest.

REGIONAL GOVERNORS & SECTOR GOVERNMENT

Most planets in the Empire are actually ruled directly by Moff's and other regional governors. The galaxy is broken down into sectors, each of which has an Imperial body overseeing it. The actual nature of this body can vary from sector to sector; a sector with a lower population, such as the Kathol Sector, might be ruled over by a single Moff with a sector government under his control. Other sectors with higher populations might require several Moff's working together, as well as expansive governments that include multiple smaller systems and planetary governments within their ranks. The actual form of the sector government varies widely, ranging from single dictatorships and triumvirates to sector councils and even small senates. Despite the differences in the ruling bodies of all of these sectors, they all follow the laws and philosophies of the Empire.

The Moff's are the chief ruling officials in the Galactic Empire. The Moff's are among the Empire's most loyal and dedicated servants, and as a reward for their service they are given control over planets, systems, and even entire sectors. The title of Moff is granted wholly by higher-ups in the Imperial bureaucracy, with most Moff's being appointed by decree of either the Council of Moff's of the sector government. Each Moff brings a distinctive style of rulership to his or her domain, and the beings who live under a particular Moff's rule usually have at least a passing familiarity with that Moff, much as they would any planetary leader.

Some worlds still retain at least a shell of their original planetary government, though with Imperial oversight. Democratic worlds may still elect their own officials, though in effect most of those rulers become little more than puppets or figureheads of Imperial rule. Most worlds, however, have accepted Imperial rule and use an Imperial bureaucracy in place of whatever government they had before. If a planetary government still exists, it must obey the commands and laws of the Galactic Empire, and Imperial troops are always positioned on these worlds to ensure that Imperial decrees are followed to the letter.

Planets, systems, and sectors each have their own defense and police forces as they did under their own authority. Most of these forces fall under the control of the local government, but with serious Imperial oversight. Additionally, the Empire maintains its own defense forces at the sector and planetary level, which fall under the purview of the Imperial Navy and the Imperial Army.

INDEPENDENT AFFILIATES

The Empire has a number of "independent affiliates." These primarily consist of sectors or hegemonies that have their own independent hierarchy. For example, both the Hapes Consortium and the Chiss Ascendancy are considered independent affiliates of the Empire. Though they technically do not fall under Imperial rule (as their governments are not part of the Imperial bureaucracy), they are no less influenced by the might of the Galactic Empire. In these cases, the Empire has not conquered them by force, but by diplomacy. These governments ostensibly continue to rule over their worlds, but there is strong Imperial influence. These independent affiliates usually have a strong Imperial military presence (according to the diplomats, this is merely part of the Empire's obligation to protect its allies), and Imperial officials might hold posts in the affiliate's government.

A tenuous balance exists with these worlds. In the case of these individual affiliates, most feel as though they have retained their autonomy in the face of the all-encompassing Empire. However, in truth the Empire holds nearly as much sway in these areas as it does in its own holdings. The rulers of these affiliated states know that, should the Empire desire to conquer their domain, there would be little that could be done to stop the Empire from seizing control.

IMPERIAL LEGACY

One of the most appealing aspects of the Legacy era is the fact that items from the past have just as much of a place in the present as they did in bygone eras. Nowhere is this more true than in the case of the Empire. Almost any weapons, piece of technology, character archetype, or concept that held true in the Dark Times, Rebellion era, or New Republic era is perfectly acceptable for use in the Legacy era. For example, the Galactic Empire under Palpatine had dozens of different types of stormtroopers, including RadTroopers, Imperial Storm Commandos, Jumptroopers, and so forth. The Empire under Darth Krayt has all of these things as well, and more. Gamemasters might need to adapt some concepts to the realities of the Legacy era, but for the most part anything that has existed in the past for the Empire can exist for the Empire in the Legacy era.

THE SECTOR RANGERS

One major component of Imperial leadership in the galaxy falls under the purview of the Sector Rangers. An organization that has existed since the days of the Old Republic, the Sector Rangers serve as the ultimate law enforcement officials at the sector level. Like Palpatine, Darth Krayt has made sure to put the Sector Rangers under direct Imperial control. In this time period, as during the Rebellion era, the Sector Rangers act as a police force that enforces Imperial law across sector and planetary boundaries, with a jurisdiction rivaled only by the Sith Lords in charge of the Empire. The Sector Rangers continue to uphold the law, regardless of the lawmakers, and act as a space-based police force that operates across all governmental boundaries.

THE NEW NOBILITY

When the Empire begins its drive to once again conquer the galaxy, the Council of Moffs looks back on their own history at some of the events and decisions that helped Palpatine solidify his own power base during the turmoil of the Empire. One of the best ways he was able to ensure that the Empire could grow to great power was to woo the nobility of the galaxy by increasing their power and wealth.

With much of the Empire's nobility long gone, the Council of Moffs decides to create a caste of new nobility on conquered worlds. When the Empire conquers a world (whether by force or diplomacy), one of the first steps is to identify the most influential beings on that world and bribe them with credits, power, and luxury. The Empire buys the loyalty of planetary rulers, and in turn assures the cooperation of those worlds.

This tactic is attempted on Bothawui, with some success. Influential Bothans, always eager to increase their power, are quickly swayed by the Empire's promises of more wealth and influence. Although the act creates civil unrest, as the proud Bothan people express their resentment of those who accept the Empire's bribes, the Empire manages to subdue a world that has, in the past, proven rebellious and troublesome.

The result of this philosophy is that a caste of newly wealthy nobles has come into being across the galaxy, all with loyalty to the Empire based on power and an influx of credits. When the Sith seize control, the transition to the new Emperor is swift and smooth, and now across the galaxy there are hundreds of new nobles on thousands of worlds of every species imaginable, all newly wealthy, newly powerful, and dedicated to the success of the Empire.

SITH SPIES

Outside of the realm of Imperial Intelligence, there are spies who report directly to the Sith Lords. Every Sith Lord has his or her own network of Sith spies, who report directly to that Sith Lord with whatever news they have to convey. Some of these networks can be quite extensive, while others consist of only three or four operatives throughout the galaxy. Typically, these Sith spies are not Force-sensitive, but instead curry the favor of their dark masters by passing along secrets and whispers that they pick up on their worlds. It is partially because of these spies that the Sith Lords seem almost omniscient, as news, rumors, and secret information funneled directly to them by their spies often has the advantage of being much faster than knowledge gained through Imperial Intelligence.

Sith spies are typically individuals who feel little or no loyalty to their people or planet. They choose to serve the Sith Lords for personal gain; most Sith reward their spies handsomely for information that proves useful. These Sith spies can be of any species, or any walk of life, and usually they never reveal their true occupation to the people around them. For most Sith spies, anonymity is everything, and nearly anyone you speak to could be a spy for some Sith Lord. When a Sith spy learns something of importance, he or she transmits the data via secure connection over the HoloNet to the Sith Lord, ensuring that only the master they serve receives the information. If the information is of particular importance or is so secret that it cannot be entrusted to electronic communication, the Sith Lord will often demand that the spy present the information in person. These spies will do everything in their power, even kill, to maintain their secrecy.

The Sith spies were born out of the mistrust of the Sith Lords, both for one another and for the Imperial bureaucracy. Most of the Sith Lords regard the Empire as little more than a vehicle for their own domination of the galaxy, and care little for the philosophies of Imperial dogma. As such, rather than entrust knowledge that could be the difference between total domination of the galaxy and their own deaths to the hands of Imperial Intelligence, the Sith Lords maintain their own information pipelines. The Sith Lords also keep their spies secret from one another so that their information pipelines aren't compromised by ambitious rivals.

THE IMPERIAL MISSION

An institution nearly as old as the Galactic Alliance, the Imperial Mission is a special branch of the Galactic Empire intended to bring the influence and order of the Empire peacefully to worlds throughout the galaxy. The Imperial Mission provides help and aid to worlds in need, all in the name of the Galactic Empire. By doing so, it encourages beings throughout the galaxy to associate the Galactic Empire with benevolent and helpful acts, not the tyranny and hatred that has long been the Empire's legacy. The Imperial Mission operates outside of the normal Imperial bureaucracy, though its head (currently Konrad Rus) is given the rank of Moff as an honorific, a symbol that the Imperial Mission is just as important to the Empire as its Army or Navy.

The Imperial Mission helps spread the Victory Without War program, which initially targets worlds ravaged by the Yuuzhan Vong invasion but eventually comes to support worlds that have suffered catastrophes of any sort. When a world suffers from some calamity, whether small or large, the Empire sends in its missionaries to assist. All the missionaries ask in exchange is to set up a branch of the Imperial Mission on that world, a permanent structure that, like political embassies, provides a safe place for the missionaries to sleep and work. When an Imperial Mission has been established, the missionaries then go out into that world and render whatever help is needed, from reconstruction efforts to simple counseling and comfort. Through all this, the Mission promotes many of the more peaceful doctrines of the Empire: obedience to the law, order and discipline, and working together toward a greater good.

The Imperial Mission is a volunteer organization that serves as a way for individual citizens to get involved with the Empire. Since not everyone has the opportunity to enter the Imperial Academy, the Imperial Mission offers everyday citizens the chance to work for the Empire and accomplish the Empire's goals, particularly the peaceful ones at the heart of the Victory Without War program. Most missionaries join in order to help their fellow beings, or as a means of showing support for the Empire. These missionaries sometimes go on to serve the Empire in even greater ways; for example, Joker Squad stormtrooper Jes Gistang entered Imperial service through the Imperial Mission, but eventually was chosen for service in the stormtrooper corps.

When Darth Krayt seizes the Imperial throne, many Moffs lobby for the Emperor to dissolve the Mission. However, much to their surprise, Darth Krayt allows the Mission to continue its work. Thanks to the devastation wrought by the Sith-Imperial War, the Imperial Mission has no shortage of work to do on worlds across the galaxy.

In truth, Darth Krayt keeps the Imperial Mission active for one reason: The Mission serves an ulterior purpose, that of an information gathering organization. When devastated worlds welcome the Imperial Mission onto their planets, they allow agents of the Empire, albeit benevolent ones, into their territory. The Imperial Mission serves as silent eyes and ears that are easily (and conveniently) forgotten as agents of the Empire. The Imperial Mission watches, listens, and collects what it learns, passing it along to the Empire in secret. In many ways, the Imperial Mission is as much a spy organization as Imperial Intelligence, though the Imperial Mission has the benefit of operating in plain sight. Moff Konrad Rus, the leader of the Imperial Mission, reports directly to the Emperor himself.

SKULL SQUADRON

One of the most elite starfighter squadrons in the galaxy, Skull Squadron is a force of pilots assigned to the defense and security of Coruscant. Consisting of the best pilots culled from squadrons throughout the galaxy, Skull Squadron is made up of a relatively small number of Imperial pilots that specialize in the operation of the *Predator*-class starfighter. Other elite starfighter squadrons within the Empire, such as the 181st Imperial Fighter Wing, operate as a part of naval operations throughout the galaxy, typically being assigned to a single fleet or task force and remaining mobile. Skull Squadron (whose formal listing in the ranks of the Imperial Navy is the 1st Imperial Center Core Defense Squadron) is instead assigned to Coruscant and concerns itself almost exclusively with the defense of the Imperial capital and its citizens.

Though protecting Coruscant from danger is Skull Squadron's primary mission, sometimes that duty requires them to take on missions elsewhere in the Core Worlds. During the last days of the Sith-Imperial War, for example, Skull Squadron was assigned to protect the convoy that brought Emperor Roan Fel (and his imposter) to Coruscant to claim the recently captured world. Likewise, during the days following the end of the war, Skull Squadron has been responsible for missions targeting pirates, rebels, and smugglers both above Coruscant and throughout the Core and Deep Core. If Skull Squadron takes on a mission away from Coruscant, that mission almost always has repercussions that reach back to the capital planet or the highest-ranking officers of the Empire. Skull Squadron has, from time to time, accompanied Sith Lords on Jedi-hunting missions, particularly when the threat of space combat is present.

As with many elite fighter groups, entry into Skull Squadron is by invitation only. The leader of Skull Squadron is appointed by the Moff Council, usually at the recommendation of the Grand Admiral of the Imperial Navy. Skull Squadron's commander is responsible for recruiting and maintaining pilots in the squadron, who are chosen based on their existing records. There are no rookie pilots in Skull Squadron, though many rookies believe that getting stationed to one of the other fighter squadrons based out of the Core Worlds increases one's chances of being noticed. In truth, when it comes time to make a replacement within the squadron, region of assignment is neither boon nor barrier to selection for Skull Squadron.

The roster of Skull Squadron changes frequently, but only in small amounts (as Skull Squadron has only infrequently suffered the heavy losses associated with a larger roster change). The current commander of Skull Squadron is Gunn Yage, the daughter of Moff Rulf Yage.

JOKER SQUAD

The stormtrooper squad known as Joker Squad is a perfect example of one of the biggest changes to the Empire in the Legacy era. In the past, many stormtroopers were clones, indoctrinated trainees, and poorly trained recruits who were treated as faceless, expendable troops. Joker Squad represents a new breed of stormtrooper. With the stormtroopers who fought in the Clone Wars long dead and total brainwashing less common as an Imperial practice, the stormtroopers of the new Empire are recruited for their desire to help impose order and protect Imperial citizens from lawlessness. Joker Squad (and other stormtrooper squads just like it) consists of highly competent individuals who are more creative and have more personality than the stormtroopers of the past.

This increase in individuality among stormtroopers has not dulled their zeal for the Empire, nor has it changed the fact that stormtroopers are uncompromising agents of the Emperor's will. Squads such as Joker Squad allow their members to develop bonds with one another, encouraging teamwork and personal leadership, in the hopes of creating troops that are barely more than automatons. These unique squads also tend to allow specialization within their ranks; where in the past a squad of stormtroopers was more like a homogenous unit with all the same skills, Joker Squad and similar stormtrooper groups include heavy weapons specialists, engineers, demolitions experts, and stealth experts among their ranks. Though all the stormtroopers receive basic training in these areas, having a specialist within the squad means that the squad can be used for a wider variety of missions.

ROAN FEL'S EMPIRE-IN-EXILE

When Darth Krayt deposes Emperor Roan Fel, killing his body double and seizing the throne, he does more than install himself as the ruler of the galaxy: He creates a faction within the Empire that rebels against Sith rule. Following Krayt's ascent to the position of Emperor, Roan Fel, the third Emperor of the Fel Dynasty, flees with his most loyal associates into exile. Retreating to Bastion, Roan Fel sets up his own Empire-in-exile, drawing his most trusted allies close to him and opposing Darth Krayt's Empire.

Roan Fel's Empire is mostly the same as the Empire as it existed prior to the conclusion of the Sith-Imperial War. It has the same technology, the same kinds of troops, and many of the same philosophies as Krayt's Empire. The difference between the two Empires is that Roan Fel rules his with hard benevolence, while Krayt continues to rule as a tyrant. Roan Fel's Empire is no friend of the Sith, and despite only semi-successful efforts to court alliances with both the Galactic Alliance Core Fleet and the remaining Jedi, the Empire-in-exile has managed to repel Darth Krayt's forces and foil attempts on the lives of both Roan Fel and his daughter, Marasiah.

AN AT-RT FIRES ON ROAN FEL'S LOYALISTS.



The existence of this rebellious Imperial faction sows turmoil within the Galactic Empire. Those loyal to Darth Krayt have been charged with hunting down and exterminating those who defected to Roan Fel's side, leading to constant conflicts between two Imperial forces. Moreover, Roan Fel's survival breeds mistrust among those in Krayt's Empire, as there is often no way to tell to which Emperor a given Imperial agent is loyal. Officers eye one another warily, never knowing whether they are secretly dealing with a traitor who supports Roan Fel or a lapdog of the Sith.

Roan Fel's Empire is constantly working to undo the deeds perpetrated by the Sith usurper on the Imperial throne. Though this Empire-in-exile must work covertly, there have been many full-scale military encounters between the two factions. Meanwhile, Fel's agents continue to undertake clandestine missions to win planets over to his faction, hoping that one day the number of planets loyal to Fel will be great enough that he can launch an assault on the Sith and have the backing to depose Darth Krayt and drive the Sith from the galaxy.

THE IMPERIAL KNIGHTS

The Imperial Knights are the personal bodyguards of Emperor Roan Fel. Trained in a variation of the Jedi arts, the Imperial Knights wield lightsabers and the Force as weapons in the defense of their Emperor. Based on Bastion, the Imperial Knights are few in number, but are sworn to act to protect the Emperor at all times. Additionally, the Emperor (himself trained as an Imperial Knight) gives the Knights orders and sends them on missions of utmost importance.

Imperial Knights are trained on Bastion and learn under a very different training regimen than the Jedi use. Training of Imperial Knights is usually harsh, but not cruel like the Sith. Another difference between the Jedi and the Imperial Knights is that the Imperial Knights train strictly for combat, not contemplation. The deeper mysteries and philosophies of the Force are of little use to the Imperial Knights, who are concerned only with the way the Force can be used as a tool to protect themselves, their comrades, and above all, their Emperor. That is not to say that the Imperial Knights are not aware of or concerned with the dark side of the Force; rather, the Imperial Knights teach strict mental discipline and obedience to orders, making them less susceptible to the strong emotions that draw unwary students to the dark side.

The Imperial Knights wear specially crafted armor that uses materials found in the armor of one of the greatest Imperial duelists of all time, Darth Vader. Where Vader's armor was built to intimidate as well as protect, the Imperial Knights wear armor that is purely functional. That, combined with their lightsabers and cortosis gauntlets, leaves them constantly prepared for combat no matter where they are. Like most bodyguards, the Imperial Knights are extremely protective, and their vigilance borders on paranoia at times.

STORMTROOPERS

Though not a trait exclusive to Roan Fel's Empire, stormtroopers in the Legacy era can be of any number of species, and the Empire recruits both male and female troopers. This new breed of stormtroopers, hailing from hundreds of different worlds throughout the Empire, seems to be more common in Roan Fel's Empire-in-exile than in Darth Krayt's Empire, but only because the Fel dynasty has gone out of its way to draw members of other species into the Empire's ranks. As a result, the stormtrooper corps of the Fel Empire are far more diverse than in the days of Emperor Palpatine.

IMPERIAL PERSONNEL

The Galactic Empire makes use of a wide variety of agents, some of whom have distinct specialties. The following generic characters can be used to flesh out encounters featuring the Empire as enemies. Gamemasters should also feel free to use generic Imperial characters from past eras, as well.

IMPERIAL KNIGHT

The Imperial Knights are among the most talented and dangerous Force-users in the galaxy. Skilled in combat, they train under the tutelage of their Imperial masters, learning all they need to know to defend Emperor Roan Fel against all those who would harm him. The Imperial Knights are skilled with both the lightsaber and with the Force, and make extensive use of combat armor, including their special cortosis gauntlets designed to stop lightsaber attacks. From the start of their training until they reach full knighthood, the Imperial Knights learn how use the Force to transform themselves into living weapons and shields.

The Imperial Knights train on Bastion, under the watchful eye of the Emperor. When a new potential student is identified, that student is drafted into Imperial service and placed under the tutelage of a veteran Imperial Knight. From that point on, the student trains under that Imperial Knight (with occasional assistance from other Knights) until reaching the point where knighthood is warranted. This training can take years and can be very harsh; however, no students fail out of Imperial Knight training, because the Empire demands success and always gets it. Upon achieving knighthood, an Imperial Knight serves the Emperor as a bodyguard and an agent, fighting alongside his or her brothers and sisters until death.

Imperial Knight

CL 11

Medium Human Jedi 7/Imperial Knight 4

Force 5

Init +16; Senses Perception +11

Languages Basic

Defenses Ref 29 (flat-footed 27), Fort 28, Will 25

hp 107; Threshold 28

Speed 4 squares

Melee lightsaber +16 (2d8+11) or

Melee lightsaber +14 (3d8+11) with Rapid Strike

Base Atk +11; Grp +14

Atk Options Rapid Strike

Special Actions cortosis gauntlet

Force Powers Known (Use the Force +16): *battle strike*, *Force slam*, *rebuke*, *surge*

Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 13

Talents Armor Mastery, Block, Deflect, Force Intuition, Redirect Shot, Oath of Duty

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Improved Defenses, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +16, Perception +11, Pilot +12, Use the Force +16

Possessions Imperial Knight battle armor, cortosis gauntlet, lightsaber (self-built), comlink, various personal belongings

IMPERIAL MISSIONARY

Choosing to serve the Empire as a part of the Victory Without War program, an Imperial Missionary has dedicated his or her life to bringing peace, aid, and order to the ravaged worlds of the galaxy. An Imperial Missionary is usually idealistic, though not always naïve, and truly believes that the philosophies of the Galactic Empire can bring galaxy-wide peace and prosperity. Imperial Missionaries are confronted daily with the horrors of war, and they see it as their task to make sure other worlds are not devastated by similar chaos. For the Imperial Missionary, the Empire's doctrine of order and obedience can only lead to the end of war.

Most Imperial Missionaries begin their service as young adults. Entrance to the Imperial Mission is on a completely volunteer basis, and working in the Imperial Mission can usually lead to greater things within the Empire. Some who enter the service of the Mission do so with the express intent of achieving a higher rank within the Imperial hierarchy. For these Missionaries, volunteer service is just another step on the ladder to success, just as going to the Imperial Academy or earning a post in the bureaucracy would be. These ambitious Missionaries may still believe that their peaceful message does serve the greater good, but it is not their sole reason for entering the service. More ambitious Missionaries are usually working toward a specific goal, and are sometimes willing to break the Mission's code in order to get what they want.

Imperial Missionary

CL 4

Medium Human nonheroic 3/noble 3

Init +3; Senses Perception +10

Languages Basic plus 3 additional languages

Defenses Ref 14 (flat-footed 14), Fort 13, Will 17

hp 18; Threshold 13

Speed 6 squares

Melee unarmed +3 (1d4)

Ranged by weapon +4

Base Atk +4; Grp +3

Special Actions Educated, Spontaneous Skill

Abilities Str 9, Dex 10, Con 10, Int 13, Wis 14, Cha 14

Talents Educated, Spontaneous Skill

Feats Linguist, Skill Focus (Knowledge [social sciences]^H, Perception, Persuasion, Use Computer), Skill Training (Knowledge [social sciences], Use Computer), Weapon Proficiency (simple weapons)Skills Knowledge (social sciences) +15, Perception +15, Persuasion +15, Treat Injury +10^H, Use Computer +15

Possessions Imperial Missionary uniform, comlink, credit chip, datapad

^H Human bonus feat or trained skill.



JOKER SQUAD STORMTROOPERS

A new and diverse squad of stormtroopers, Joker Squad remains loyal to Darth Krayt despite the misgivings of some of its members. A part of the 407th stormtrooper division, Joker Squad is responsible for the elimination of the 908th stormtrooper division, which had defected to the Emperor-in-exile, Roan Fel. Joker Squad encounters the rebellious stormtroopers on Borosk and manages to defeat the rebels, though Joker Squad is killed almost to a man. The reformed Joker Squad operates under the command of Ran "Hardcase" Harkas, who has rebuilt the squad since the Battle of Borosk.

Joker Squad is a specialized squad that employs combat engineers, heavy weapons specialists, and demolitionists. Though relatively young, Joker Squad has embraced the mantra of the new Empire and has become one of the stormtrooper squads most capable of handling a wide variety of missions. The individual members of Joker Squad, referring to themselves as Jokers, are encouraged to bring their own unique skill set and opinions to the table when planning any mission.

Joker Squad Stormtrooper

Medium Human nonheroic 9

Init +4; Senses low-light vision; Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9

hp 23; Threshold 12

Speed 6 squares

Melee unarmed +8 (1d4+2)

Ranged ARC-9965 blaster rifle +8 (3d8) or

Ranged ARC-9965 blaster rifle +3 (5d8) with Burst Fire or

Ranged frag grenade +7 (4d6)

Base Atk +6; Grp +7

Atk Options Burst Fire, Coordinated Attack, Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (tactics) +9, Perception +10

Possessions stormtrooper armor, ARC-9965 blaster rifle, 2 frag grenades, utility belt with medpac

CL 3

LEFT TO RIGHT: ALIEN STORMTROOPER, IMPERIAL PILOT, IMPERIAL ARMY OFFICER, JOKER SQUAD STORMTROOPER.



Joker Squad Demolitionist

Medium Human nonheroic 9

Init +4; **Senses** low-light vision; **Perception** +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9

hp 23; **Threshold** 12

Speed 6 squares

Melee unarmed +9 (1d4+2)

Ranged ARC-9965 blaster rifle +7 (3d8) or

Ranged frag grenade +8 (4d6)

Base Atk +6; **Grp** +7

Atk Options Coordinated Attack, Point Blank Shot

CL 3

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Focus (Mechanics), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +14, Perception +10

Possessions stormtrooper armor, ARC-9965 blaster rifle, 2 explosive charges, 2 frag grenades, utility belt with medpac

Joker Squad Heavy Weapons Specialist

CL 3

Medium Human nonheroic 9

Init +4; **Senses** low-light vision; Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9

hp 23; **Threshold** 12

Speed 6 squares

Melee unarmed +8 (1d4+2)

Ranged ARC-9965 blaster rifle +7 (3d8) or

Ranged heavy blaster cannon +8 (4d12, 1-square splash) or

Ranged frag grenade +7 (4d6)

Base Atk +6; **Grp** +7

Atk Options Coordinated Attack, Point Blank Shot

Abilities Str 15, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Knowledge (tactics) +9, Perception +10

Possessions stormtrooper armor, ARC-9965 blaster rifle, heavy blaster cannon, 2 frag grenades, utility belt with medpac

KNIGHTHUNTERS

A new breed of stormtroopers in the Empire, the Knights are a special division of the Imperial Army that operates directly under the command of the Sith. Formally known within the Army command structure as the 1,001st stormtrooper division, the Knights specialize in hunting down, capturing, and killing the remaining Jedi in the galaxy. Like other elite stormtrooper groups, the Knights receive training and equipment that is far beyond that of normal soldiers. When a Sith Lord gets word of a Jedi on the run, he or she will often bring a detachment of Knights on the mission to ensure that the Jedi does not escape, or worse, get the drop on the Sith Lord.

Knights focus their efforts on neutralizing the Jedi by any means possible. They carry special phrik-laced electrostaffs, which have the ability to stand up to lightsaber attacks and give the Knights the ability to fight in melee combat with the Jedi. Since the Jedi can deflect normal blaster shots, the Knights use sonic weapons when they must resort to ranged weapons (though most Knight strategies involve converging on a Jedi and swarming the target with melee attacks). The Knight armor is based on the armor of the Coruscant Guard, though the armor is jet black.

The Knights train under grueling conditions to learn how to defend against lightsaber attacks, Force powers, and enemies capable of incredible feats of acrobatics and athleticism. Moreover, much of this training comes at the hands of the Sith Lords themselves, who teach the Knights how to fight against lightsaber-wielding foes. As with all Sith training routines, the fatality rate among Knights in training is far higher than among all troopers.

Knighthunter

CL 7

Medium Human nonheroic 7/soldier 5

Force 2; **Dark Side** 5

Init +14; **Senses** low-light vision; Perception +14

Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 22, Will 17 (see Immune below)

hp 57; **Threshold** 22

Immune +5 to Will Defense against Use the Force checks

Speed 6 squares

Melee electrostaff +14 (2d6+8) or

Melee electrostaff +12 (3d6+8) with Rapid Strike or

Melee electrostaff +12/+12 (2d6+8)

Melee electrostaff +10/+10 (3d6+8) with Rapid Strike

Ranged sonic pistol +13 (2d6+2 sonic)

Base Atk +10; **Grp** +13

Atk Options Dual Weapon Mastery II, Melee Defense, Rapid Strike

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Talents Armored Defense, Improved Armored Defense, Juggernaut

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Melee Defense^{II}, Rapid Strike, Toughness, Weapon Focus (electrostaff), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Initiative +14^{II}, Perception +14

Possessions Knighthunter armor, electrostaff, sonic pistol

^{II} Human bonus feat or trained skill.

SITH SPY

Lackeys of the Sith Lords, Sith spies are hidden observers spread throughout the Empire and beyond. Every Sith spy answers to a single Sith Lord (few spies are bold enough to act as double agents for two Sith), and Sith spies are most common on worlds where anti-Imperial sentiments or Alliance sympathies threaten to undermine the authority of the Sith (such as on Bothawui or Dorin). Not every Sith spy is in a position to uncover major secrets just by virtue of his or her occupation or lifestyle; Sith spies are just as likely to be ordinary citizens as they are to be high ranking officers in the Imperial Navy or corporate agents in the Corporate Sector.

Sith spies prize, above all, their secrecy. A Sith spy will almost never reveal his or her affiliation, because to do so would mean certain death. Sith spies reap handsome rewards for their service, but only those who enjoy wealthy or prestigious positions have the ability to flaunt it. Most Sith spies serve their masters because of greed, though others might have different motives. A Sith spy might have a vendetta against one of his master's rivals, while another might simply believe that the Sith are good for the Empire.

Sith Spy

Medium Human nonheroic 9

Dark Side 2**Init** +6; **Senses** Perception +10**Languages** Basic plus 1 additional language**Defenses** Ref 13 (flat-footed 11), Fort 11, Will 12**hp** 23; **Threshold** 11**Speed** 6 squares**Melee** by weapon +7**Ranged** blaster pistol +8 (3d6) or**Ranged** hold-out blaster +8 (3d4)**Base Atk** +6; **Grp** +8**Atk Options** Point Blank Shot^H**Abilities** Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 13**Feats** Improved Defenses, Point Blank Shot^H, Skill Training (Deception, Gather Information, Stealth), Weapon Proficiency (pistols, simple weapons)**Skills** Deception +10, Gather Information +10, Perception +10, Stealth +11, Use Computer +10^H**Possessions** blaster pistol, hold-out blaster, encrypted comlink, encrypted datapad, credit chip^H Human bonus feat or trained skill.

CL 3

Though primarily a planetary defense force, the pilots of Skull Squadron are no strangers to engagements above other worlds and in the depths of space. However, Skull Squadron pilots spend countless hours performing maneuvers and training above Coruscant, learning to fly and fight between the towering skyscrapers found across the planet. A pilot in Skull Squadron must learn to maneuver between artificial structures, dodge airspeeders and incoming space traffic, and still pinpoint and destroy her prey. Flying in an urban environment can be extremely challenging, and that is why the members of Skull Squadron must have the quickest reflexes and the sharpest instincts.

Skull Squadron Pilot

CL 8

Medium Human soldier 7/ ace pilot 1

Force 7; **Dark Side** 1**Init** +12; **Senses** Perception +11**Languages** Basic**Defenses** Ref 26 (flat-footed 22), Fort 24, Will 20**hp** 91; **Threshold** 24**Speed** 6 squares**Melee** unarmed +8 (1d6+5)**Ranged** blaster pistol +10 (3d6+4) or**Ranged** blaster pistol +8 (4d6+4) with Rapid Shot**Base Atk** +7; **Grp** +10**Atk Options** Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot**Special Actions** Elusive Dogfighter, Vehicular Combat**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10**Special Qualities** vehicle dodge +1**Talents** Armored Defense, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)**Feats** Armor Proficiency (light, medium), Martial Arts I, Point Blank Shot, Rapid Shot, Skill Focus (Pilot), Skill Training (Perception)^H, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Initiative +12^H, Mechanics +9, Perception +11, Pilot +17, Use Computer +9**Possessions** armored flight suit, blaster pistol, comlink^H Human bonus feat or trained skill.**SKULL SQUADRON PILOT**

The pilots of Skull Squadron are among the most dedicated pilots in the galaxy. Skull Squadron's mission—the defense of Coruscant and all of its Imperial assets—keeps their skills honed, as they must maintain the security of one of the most heavily populated worlds in the galaxy. The pilots of Skull Squadron are handpicked for service by the squadron's commander and serve for as long as they are able to demonstrate their superior piloting skills. Though slip-ups usually result in pilot deaths, a few pilots have lived long enough to retire from Skull Squadron and go on to greater things, including Moff Rulf Yage.

**"STAY FROSTY,
SKULLS."**

-GUNN YAGE

INFLUENTIAL PERSONALITIES

The following personalities shape the events of the Legacy era with their actions and are among the most well known beings in the galaxy. This section contains characters related to both Darth Krayt's Galactic Empire and Roan Fel's Empire-in-exile.

NYNA CALIXTE (MORRIGAN CORDE)

A member of the Council of Moffs and the Director of Imperial Intelligence, Nyna Calixte is a cold, calculating woman whose ruthlessness is matched only by her ambition. Romantically involved with Moff Morlish Veed, Nyna Calixte was once married to Rulf Yage and is the mother of the commanding officer of Skull Squadron, Gunn Yage. As the Director of Imperial Intelligence, Nyna Calixte is in charge of the largest spy and information network in the galaxy (though the Bothans might disagree with that statement). Though she maintains her apartments on Coruscant, she also spends a good deal of time at the headquarters of Imperial Intelligence on Bothawui.



sunrise

NYNA CALIXTE AND HER ALTER-EGO, MORRIGAN CORDE.

However, Nyna Calixte has a secret. She leads a double life as Morrigan Corde, a special agent for Imperial Intelligence that is not afraid to get a job done—whatever the costs. Calixte first assumed the persona of Morrigan Corde during the Sith-Imperial War, and in this guise she met and fell in love with Kol Skywalker. After giving birth to a son, Cade, Calixte returned to the Empire and abandoned her guise as Morrigan Corde. However, in recent times she has resurrected her alter ego to rescue her son from the clutches of Darth Krayt. Though she keeps this second identity secret still, Calixte is clearly torn between her love for her son and her duty to the Empire.

Nyna Calixte (Morrigan Corde)

CL 15

Medium Human scout 4/ scoundrel 3/noble 7/gunslinger 1

Destiny 3; **Force** 7; **Dark Side** 8

Init +14; **Senses** Perception +20

Languages Basic, Bocce, Huttese, High Galactic, Gran, Ryl

Defenses Ref 33 (flat-footed 29), Fort 26, Will 30; **Evasion**

hp 77; **Threshold** 26

Speed 6 squares, fly 6 squares (jet pack); **Running Attack**

Melee unarmed +12 (1d6+8) or

Melee vibroblade +12 (2d6+8)

Ranged heavy blaster pistol +13 (3d8+7) or

Ranged concealed dart launcher +13 (3d8+7 stun) or

Ranged heavy assault blaster rifle +15 (3d10+7) or

Ranged snap shot blaster pistol +14 (3d6+7) or

Base Atk +11; **Grp** +14

Atk Options Debilitating Shot, Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Special Actions Evasion, Quick Draw, Skirmisher, Sneak Attack, Weaken Resolve

Abilities Str 12, Dex 15, Con 10, Int 14, Wis 17, Cha 16

Talents Debilitating Shot, Educated, Evasion, Improved Stealth, Presence, Skirmisher, Sneak Attack, Spontaneous Skill, Weaken Resolve

Feats Armor Proficiency (light), Careful Shot, Deadeye, Exotic Weapon Proficiency (concealed dart launcher), Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Shake It Off, Skill Focus (Deception, Gather Information, Perception), Skill Training (Deception), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)

Skills Climb +13, Deception +20, Endurance +12, Gather Information +15, Initiative +14, Jump +13, Mechanics +14, Perception +20, Pilot +14, Survival +15

Possessions (as Nyna Calixte) Moff's uniform, heavy blaster pistol, encrypted comlink, code cylinder

Possessions (as Morrigan Corde) concealed dart launcher, heavy assault blaster rifle, snap shot pistol, vibroblade, encrypted comlink, jet pack, credit chip

DARTH AZARD

A Quarren Sith Lord whose military instincts are well admired, Darth Azard is the Sith Lord in command of the Imperial Third Outer Rim Fleet. A competent military commander and a master of the double-bladed lightsaber, Darth Azard believes in many of the same philosophies as Darth Vader, whose history Azard has studied closely. Darth Azard believes that failure should be severely punished, lest order and discipline fall by the wayside. As a result, Azard is notorious for his battlefield demotions and promotions, and many who fight under his command fear ever rising to the rank of command.

Darth Azard feels no loyalty to the people of his homeworld and has embraced his role as a Sith. He relishes any chance to inflict punishment on the Mon Calamari, but his primary mission is to root out the Galactic Alliance Core Fleet and destroy it.

Darth Azard

CL 15

Medium Quarren Jedi 3/soldier 5/Sith apprentice 4/Sith Lord 3

Destiny 2; **Force** 7; **Dark Side** 14

Init +15; **Senses** low-light vision; **Perception** +9

Languages Basic, Quarrenese

Defenses Ref 35 (flat-footed 32), Fort 32, Will 30; **Block**, **Deflect**

hp 137; **Threshold** 32

Immune fear effects

Speed 6 squares, swim 4 squares

Melee double-bladed lightsaber +21 (2d8+13) or

Melee double-bladed lightsaber +16* (2d8+23) or

Melee double-bladed lightsaber +21/+21 (2d8+13) or

Melee double-bladed lightsaber +16/+16* (2d8+23)

Base Atk +15; **Grp** +18

Atk Options Dual Weapon Mastery II, Power Attack, Weapon Finesse, Wicked Strike

Special Actions Block, Deflect

Force Powers Known (Use the Force +18): *battle strike* (2), *Force grip*, *Force shield*, *rebuke* (2)

Force Secrets Devastating Power, Multitarget Power, Quicken Power

Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 12

Special Qualities breathe underwater, expert swimmer, fearless, temptation

Talents Armored Defense, Block, Deflect, Greater Weapon Focus (lightsabers), Improved Armored Defense, Juggernaut, Multiattack Proficiency (lightsabers), Weapon Specialization (lightsabers), Wicked Strike

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Power Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +15, Use the Force +18

Possessions battle armor, double-bladed lightsaber (self-built), comlink

* Includes 5 points of Power Attack.

DARTH KRAYT

Arguably the most powerful man in the galaxy, Darth Krayt is both the leader of the Sith and the reigning Emperor. Born and raised among Tusken Raiders on Tatooine, Darth Krayt's original name is A'Sharad Hett. Trained as a Jedi Knight, Hett manages to survive Order 66 by escaping his clone troopers and then slaying them. As Palpatine's Empire rises, Hett returns to his home planet where he clashes with Obi-Wan Kenobi who, unbeknownst to Hett, has been watching over the infant Luke Skywalker. After his duel with Kenobi, Hett is forced to flee Tatooine in disgrace. For a short while, Hett works as a bounty hunter, until one day he pursues a bounty to Korriban. Once there, Hett stumbles upon an ancient Sith holocron and begins to learn the secrets of the Sith. Oddly, time seems to pass more slowly for Hett than for the galaxy at large, and when he leaves Korriban, he discovers that Palpatine's Empire has fallen.

Hett explores the Unknown Regions and is captured by a Yuuzhan Vong scouting expedition. Trapped aboard a Yuuzhan Vong ship, Hett encounters another former Jedi, Vergere. Subjected to torment in Yuuzhan Vong torture devices, Hett allows Vergere's words to seduce him into surrendering to his agony and to the dark side. During his torment, Hett begins to have visions of a new Sith Order and a galaxy under his control. Eventually, Hett frees himself from the Yuuzhan Vong and makes his way back to Korriban, whereupon he adopts a new Sith name: Darth Krayt. On Korriban, Darth Krayt begins rebuilding the Sith. His influence expands, but when it becomes clear that he cannot live long enough to fulfill his vision, Darth Krayt begins placing himself in stasis, issuing his orders telepathically while artificially extending his lifespan with a combination of healing trances and Yuuzhan Vong implants. In the meantime, his new Sith Order has forged an important alliance with Emperor Roan Fel, lending their aid in the defeat of the Galactic Alliance and the Jedi.



By the end of the Sith-Imperial War, Darth Krayt declares himself Emperor. However, his body suffers the effects of having lived far beyond its natural lifespan. The Yuuzhan Vong implants used to extend his life begin to consume him. Furthermore, healing trances and Force healing become less effective. Darth Krayt knows that his time is limited unless a new solution is found. At one point he captures Cade Skywalker, an heir to the Skywalker bloodline gifted with incredible healing powers, in the hopes that one day he will be able to harness those same powers to prolong his life.

Darth Krayt

CL 20

Medium Human Jedi 7/Jedi Knight 4/Sith apprentice 4/Sith Lord 5

Destiny 3; **Force** 10; **Dark Side** 20

Init +11; **Senses** darkvision; Use the Force +22

Languages Basic, Bocce, Sith, Tusken

Defenses Ref 36 (flat-footed 33), Fort 38, Will 38; Block, Deflect, Lightsaber Defense, Melee Defense, Jar'Kai, Niman

hp 135; **Threshold** 38

Immune fear effects

Speed 6 squares

Melee lightsaber +24 (2d8+12/x3) or

Melee lightsabers +22/+22 (2d8+12/x3) with Dual Weapon Mastery II or

Melee lightsabers +20/+20/+20 (2d8+12/x3) with Double Attack and Dual Weapon Mastery II

Ranged by weapon +18

Base Atk +20; **Grp** +23

Atk Options Double Attack (lightsabers), Dual Weapon Mastery II, Whirlwind Attack

Special Actions Force Deception, Force Perception

Force Powers Known (Use the Force +22): *battle strike*, *dark rage*, *farseeing*, *Force lightning* (2), *Force slam* (2), *mind trick*, *move object*, *rebuke* (2), *surge*

Force Techniques Force Point Recovery, Improved Force Trance, Improved Move Light Object, Improved Sense Force

Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power, Shaped Power

Abilities Str 14, Dex 16, Con 10, Int 12, Wis 20, Cha 18

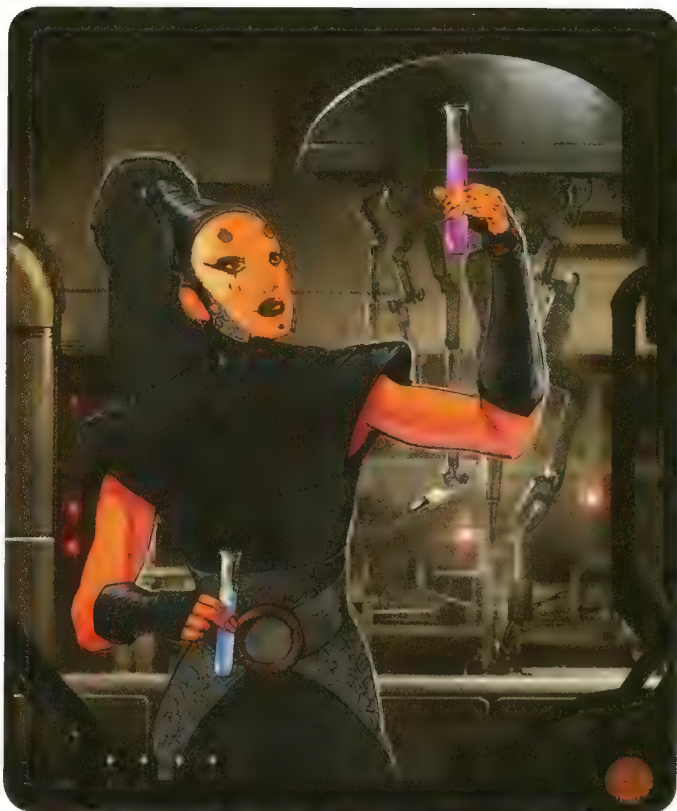
Special Qualities temptation

Talents Armored Defense, Dark Side Adept, Dark Side Master, Block, Deflect, Force Deception, Force Perception, Lightsaber Defense, Jar'Kai, Niman, Visions

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Use the Force), Triple Crit (lightsabers), Whirlwind Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Deception +22, Knowledge (galactic lore) +18, Mechanics +16, Perception +22, Use the Force +22

Possessions vunduun crab-shell armor, 2 lightsabers (self-built), Yuuzhan Vong enhanced vision bio-implant, Yuuzhan Vong replacement limb bio-implant



DARTH MALADI

The enigmatic Darth Maladi is a Devaronian master of espionage, assassination, and interrogation. Extremely skilled in both Sith alchemy and the manipulation of Yuuzhan Vong bioengineering, Darth Maladi is very much a student of science as well as mysticism. In addition to her skill with alchemy, interrogation, and biology, Darth Maladi maintains the largest network of Sith spies among all the Sith. In addition, Darth Maladi sits in the middle of a vast web of intelligence agents that serve all of the Sith; a separate organization from Imperial Intelligence, these spies have no formal hierarchy or place within the Empire and are referred to by Imperial Intelligence agents as "Sith Intelligence."

Darth Maladi considers herself to be a "true" Sith Lord, meaning that she (like Darth Talon) was born and raised on Korriban in the Sith tradition. Unlike many of her fellow Sith Lords, Darth Maladi seems to be completely in control of her emotions. She is cold, calculating, and unafraid to perpetrate

unspeakable acts in the name of getting what she wants. To her, the ends always justify the means. Darth Maladi also serves as Darth Krayt's personal physician and is constantly in search of ways to slow his body's decay. When other Sith Lords are wounded in battle, they do not trust their care to the mundane doctors and medical droids of the Empire; they come to Darth Maladi.

Darth Maladi

CL 15

Medium Devaronian Jedi 3/noble 5/Sith apprentice 4/Sith Lord 3

Destiny 2; Force 7; Dark Side 14

Init +13; Senses Perception +14

Languages Basic, Bocce, Bothese, Devaronese, Duresse, High Galactic, Huttese, Mon Calamarian, Quarrenese, Ryl, Shyriiwook (understand only)

Defenses Ref 29 (flat-footed 28), Fort 28, Will 30

hp 97; Threshold 28; Damage Reduction 10

Immune fear effects

Speed 6 squares

Melee lightsaber +14 (2d8+7)

Base Atk +13; Grp +14

Special Actions acute observation (see below), Adept Negotiator, Improved Dark Healing, Equilibrium, Force Cloak

Force Powers Known (Use the Force +19): *Force grip, Force lightning, Force stun, mind trick, rebuke* (2)

Force Secrets Distant Power, Multitarget Power, Shaped Power

Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 10, Dex 12, Con 10, Int 18, Wis 14, Cha 14

Special Qualities fearless, temptation

Talents Adept Negotiator, Damage Reduction 10, Dark Healing, Dark Side Adept, Educated, Equilibrium, Force Cloak, Force Persuasion, Improved Dark Healing

Feats Biotech Specialist, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Deception, Knowledge [life sciences], Treat Injury, Use the Force), Skill Training (Deception, Treat Injury), Surgical Expertise, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Initiative +13, Knowledge (galactic lore) +16, Knowledge (life sciences) +21, Knowledge (technology) +16, Perception +14, Persuasion +19, Treat Injury +19, Use the Force +19

Possessions lightsaber (self-built), comlink

Acute Observation—Once per encounter as a standard action, Darth Maladi can make a Perception check against a single target within line of sight (DC 15, or an opposed check against the target's Stealth check if the target is attempting to hide). If successful, Darth Maladi gains a +1 insight bonus on attack rolls against that target until the end of the encounter.



DARTH MALEVAL

Darth Maleval is one of the Empire's most capable Jedi hunters. He takes sadistic pleasure in helping to put down rebellions and insurrections, as it gives him a chance to display his ruthlessness to those who deserve punishment. Darth Krayt assigns Darth Maleval to missions targeting insurgents or rebels, using the Quarren Sith Lord to spread terror among the enemies of the Empire. Darth Maleval's targets are put on display to the galaxy as a means of pointing out what happens to those who oppose the Sith rule.

Darth Maleval is skilled with a lightsaber, but his weapon of choice is the shock whip. Darth Maleval prefers the shock whip because it is more painful but less lethal, and can be used to torment his captives for long stretches of time before disposing of them. The Sith Lord has been known to leave his targets alive but savagely maimed as a warning to others who would betray the Empire.

Darth Maleval

CL 13

Medium Quarren Jedi 7/Sith apprentice 5/Sith Lord 1

Destiny 1; **Force** 6; **Dark Side** 16

Init +14; **Senses** low-light vision; **Perception** +9

Languages Basic, Quarrenese

Defenses Ref 29 (flat-footed 26), Fort 26, Will 29

hp 96; **Threshold** 26

Immune fear effects

Speed 6 squares, swim 4 squares

Melee lightsaber +18 (2d8+9) or

Melee shock whip +17 (1d6+7)

Reach 2 squares (with shock whip only)

Base Atk +13; **Grp** +16

Atk Options Dark Scourge, Improved Disarm, Redirect Shot, Trip, Weapon Finesse, Wicked Strike

Special Actions Equilibrium, Swift Power

Force Powers Known (Use the Force +13): *battle strike* (3), *dark rage*, *move object*, *rebuke* (2), *surge*

Force Secrets Quicken Power

Force Techniques Force Power Mastery (*battle strike*), Improved Sense Force

Abilities Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 14

Special Qualities breathe underwater, expert swimmer, fearless, temptation

Talents Dark Scourge, Deflect, Equilibrium, Power of the Dark Side, Redirect Shot, Swift Power, Wicked Strike, Weapon Specialization (lightsabers)

Feats Force Sensitivity, Force Training (2), Improved Disarm, Trip, Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Focus (lightsabers), Weapon Proficiency (advanced melee weapons, lightsabers, simple weapons)

Skills Initiative +14, Use the Force +13

Possessions lightsaber (self-built), shock whip, comlink

DARTH NIHL

The man who would eventually take the name Darth Nihil was once a Nagai warlord and a scourge of the Unknown Regions before joining the Sith. Darth Nihil used his latent skill with the Force to lead bands of marauders in raids all across his world, well outside of the domain of the Galactic Alliance. While rebuilding the Sith, Darth Krayt encounters Darth Nihil and offers him a place within the Sith Order. Nihil agrees, undergoes the training to become a Sith Lord, and rises to the rank of Emperor's Hand after his predecessor dies under mysterious circumstances. Darth Nihil is an ambitious Sith Lord who lets nothing stand in the way of his continued ascent.

Darth Nihl is a master of the long-handle lightsaber, for which he has developed his own unique fighting style. A man filled with arrogance, rage, and loathing, Darth Nihl shows no mercy toward his enemies. As the Emperor's Hand, Darth Nihl executes the will of Darth Krayt, and the Nagai Sith Lord particularly relishes dealing with Jedi who escaped the attack on Ossus (which Darth Nihl himself led).

Darth Nihl

CL 16

Medium Nagai Soldier 7/officer 3/Sith apprentice 5/Sith Lord 1

Destiny 3; **Force** 8; **Dark Side** 14

Init +16; **Senses** Perception +10

Languages Basic, Nagaian

Defenses Ref 34 (flat-footed 31), Fort 33, Will 32; Block, Deflect, Shift Defense I

hp 145; **Threshold** 33

Immune fear effects

Speed 6 squares

Melee long-handle lightsaber +21 (2d10+10)

Melee long-handle lightsaber +19 (3d10+10) with Rapid Strike

Base Atk +16; **Grp** +19

Atk Options Melee Defense, Rapid Strike, Running Attack, Severing Strike, Stunning Strike, Weapon Finesse

Special Actions Assault Tactics, command cover, Indomitable, share talent (Shift Defense I), Shift Defense I

Force Powers Known (Use the Force +15): *battle strike*, *Force grip*, *Force lightning*, *Force slam*, *rebuke*, *surge*

Force Secrets Quicken Power

Force Techniques Force Power Mastery (*battle strike*), Improved Sense Surroundings

Abilities Str 11, Dex 16, Con 15, Int 10, Wis 14, Cha 14

Special Qualities command cover, fearless, share talent (Shift Defense I), soothing voice, weapon familiarity

Talents Armored Defense, Assault Tactics, Block, Deflect, Indomitable, Melee Smash, Severing Strike, Shift Defense I, Stunning Strike, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Melee Defense, Rapid Strike, Running Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Initiative +16, Knowledge (tactics) +13, Persuasion +10 (can reroll, must take second result), Use the Force +15

Possessions Nagai light battle armor, long-handle lightsaber (self-built), comlink

DARTH TALON

Beautiful, alluring, and dangerous, Darth Talon is a Twi'lek Sith Lord raised in the Sith tradition. Darth Talon grows up on Korriban, where she is taught how to use the Force and the art of lightsaber combat, and conditioned to be in top physical condition. Her training is harsh, as all Sith training is, yet she manages to survive and flourish. The final step on her path to becoming a Sith Lord comes when she is ordered by Darth Krayt to slay the Sith Lord that had trained her, Darth Ruyn. With her master dead by her hands, Darth Talon becomes Darth Krayt's Hand, a special agent for the Emperor and the counterpart to Darth Nihl.

The Twi'lek Sith Lord is fast, agile, and has a diverse array of skills that makes her one of the most deadly combatants around. Devious and stealthy, Darth Talon is willing to lie in wait for her prey, as she does when attempting to lure Roan Fel out of hiding. Despite her relative inexperience, Darth Talon is still one of the most formidable lightsaber duelists in the Sith Order. She helps oversee the training of Cade Skywalker in the ways of the Sith during his brief captivity on Coruscant. Following his escape, she resumes her duties as an Emperor's Hand.





Darth Talon

Medium Twi'lek Jedi 7/Sith apprentice 5/Sith Lord 1

Destiny 2; **Force** 6; **Dark Side** 14

Init +9; **Senses** low-light vision; **Perception** +8

Languages Basic, Ryl

Defenses Ref 30 (flat-footed 26), Fort 29, Will 28

hp 109; **Threshold** 29

Immune fear

Speed 6 squares

Melee lightsaber +18 (2d8+8) or

Melee lightsaber +16 (3d8+8) with Rapid Strike

Base Atk +13; **Grp** +16

Atk Options Acrobatic Strike, Rapid Strike, Running Attack, Weapon Finesse, Wicked Strike

CL 13

Special Actions Block, Deflect, Equilibrium

Force Powers Known (Use the Force +14): *battle strike*, *Force shield*, *Force slam*, *move object*, *rebuke*, *surge*

Force Secrets Quicken Power

Force Techniques Force Power Mastery (*battle strike*), Improved Move Light Object

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 16

Special Qualities deceptive, fearless

Talents Block, Deflect, Elusive Target, Equilibrium, Force Deception, Redirect Shot, Weapon Specialization (lightsabers), Wicked Strike

Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Martial Arts I, Rapid Strike, Running Attack, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Deception +14, Use the Force +14

Possessions lightsaber (self-built), comlink

DARTH WYYRLOK

Actually the third Sith Lord to bear the name, Darth Wyyrlok is a Chagrian Sith Lord who serves as Darth Krayt's closest aide and confidante. Known as the Loremaster of the Sith, Darth Wyyrlok is one of the greatest scholars of Jedi, Sith, and other Force-using traditions in the galaxy. Darth Wyyrlok has access to books, scrolls, holocrons, and computer records from across the eons, which he has collected in the hopes of gaining a deeper understanding of the Force. Darth Wyyrlok is utterly dedicated to serving Darth Krayt and will go to the ends of the galaxy to find a way to restore his master's body to its youthful form.

Darth Wyyrlok believes that it is willpower that gives the Sith their strength. By sheer force of will, a Sith can achieve almost anything, and Darth Wyyrlok displays this in everything he does. He is a master of illusions, capable of using the Force to trick his enemies' minds into seeing things that are not there. In fact, so powerful are Darth Wyyrlok's mind tricks that he manages to convince nearly a dozen lightsaber-wielding dark side cultists on Prakith that they should fight and kill one another, proving once again that the Sith are masters of bending the galaxy to their will.

"OUR LORD KEEPS
HIS OWN SECRETS,
AND WE, AS LOYAL
SITH, ARE BOUND
TO OBEY WITHOUT
QUESTION."

-DARTH MALADI

Darth Wyyrlök**CL 16**

Medium Chagrian Jedi 5/noble 3/Sith apprentice 4/Sith Lord 4

Destiny 3; Force 8; Dark Side 16**Init** +13; **Senses** low-light vision; **Perception** +16**Languages** Basic, Bocce, Chagri, Cheunh, High Galactic, Huttese, Nagaian, Quarrenese, Ryl, Sith, Yuuzhan Vong**Defenses** Ref 30 (flat-footed 30), Fort 31, Will 33**hp** 123; **Threshold** 31**Immune** fear effects, +5 to Fortitude Defense against radiation**Speed** 6 squares**Melee** lightsaber +16 (2d8+8)**Base Atk** +15; **Grp** +15**Special Actions** Block, Deflect, Illusion, Improved Dark Healing, Redirect Shot, Spontaneous Skill**Force Powers Known** (Use the Force +20): *battle strike*, *Force shield*, *Force slam*, *mind trick*, *move object*, *rebuken* (2), *surge*, *vital transfer***Force Secrets** Distant Power, Multitarget Power, Quicken Power, Shaped Power**Force Techniques** Improved Sense Surroundings, Improved Sense Force**Abilities** Str 10, Dex 10, Con 12, Int 18, Wis 16, Cha 14**Special Qualities** breathe underwater, expert swimmer, fearless, radiation resistance**Talents** Block, Dark Healing, Deflect, Educated, Force Deception, Illusion (see page 52 of the *Knights of the Old Republic Campaign Guide*), Improved Dark Healing, Redirect Shot, Spontaneous Skill**Feats** Force Sensitivity, Force Training (3), Improved Defenses, Linguist, Skill Focus (Knowledge [galactic lore], Knowledge [life sciences], Use the Force), Skill Training (Pilot), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)**Skills** Acrobatics +13, Deception +20, Initiative +13, Knowledge (galactic lore) +22, Knowledge (life sciences) +22, Perception +16, Pilot +13, Use the Force +20**Possessions** lightsaber (self-built), comlink**ANTARES DRACO**

The highest-ranking member of the Imperial Knights, Antares Draco is a powerful Force-user whose dedication to Roan Fel is second to none. Antares Draco follows in the footsteps of his forefathers, whose service to the Empire dates back to the Galactic Civil War (one of his ancestors was a member of the Inquisitorius under Palpatine). Involved with Fel's daughter, Marasiah, Antares Draco is a servant to the Empire down to his very core. An accomplished pilot as well as a skilled lightsaber duelist, Draco has earned his position of command of the Imperial Knights through years of hard work, discipline, and an unflinching loyalty that proves time and again that he is nearly incorruptible.

Antares Draco's loyalty is far from blind. Though sworn to follow the orders of the Emperor, Draco has defied Roan Fel's wishes on a few occasions, such as the time he traveled to Vendaxa to rescue Marasiah. Though his personal feelings rarely interfere with his work, Antares Draco knows that listening to the Force and heeding one's insights are traits that make the Imperial Knights more than just lightsaber-toting soldiers. In the heart of Antares Draco, dedication and discipline march side-by-side with instinct and intuition, creating a warrior who is cunning, loyal, and incredibly competent.

Antares Draco**CL 15**

Medium Human Jedi 7/Imperial Knight 8

Destiny 1; Force 7**Init** +19; **Senses** Perception +13]**Languages** Basic**Defenses** Ref 33 (flat-footed 31), Fort 32, Will 29**hp** 137; **Threshold** 32**Speed** 6 squares**Melee** lightsaber +21 (2d8+13) or**Melee** lightsaber +16* (2d8+23) or**Melee** lightsaber +19 (3d8+13) with Rapid Strike or**Melee** lightsaber +14* (3d8+23) with Rapid Strike**Base Atk** +15; **Grp** +18**Atk Options** Rapid Strike**Special Actions** cortosis gauntlet**Force Powers Known** (Use the Force +19): *battle strike*, *Force shield*, *Force slam*, *move object*, *rebuken*, *surge***Force Techniques** Force Power Mastery (*battle strike*), Improved Move Light Object, Improved Sense Force, Improved Sense Surroundings**Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 13, Cha 14**Talents** Armor Mastery, Block, Deflect, Force Intuition, Greater Weapon Focus (lightsabers), Juggernaut, Oath of Duty, Redirect Shot**Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training (3), Improved Defenses, Power Attack, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)**Skills** Initiative +19, Perception +13, Pilot +14, Use the Force +19**Possessions** Imperial Knight battle armor, cortosis gauntlet, lightsaber (self-built), comlink, various personal belongings

* Includes 5 points of Power Attack.

FEHLAAUR

A liaison from the Chiss Ascendancy and a member of the Moff Council, Fehlaaur is the Director of the Imperial Diplomatic Corps. Somewhat aloof and mild-mannered compared to his fellow members of the Council of Moffs, Fehlaaur (whose full name is Fehlaaur'aitel'loro) travels from Csilla to Bastion as a diplomatic envoy and is placed in the service of the Imperial Diplomatic Corps as a sign of solidarity between the Empire and the Chiss Ascendancy. When word of the failure of the Ossus Project reaches Csilla, the Ascendancy attempts to recall Fehlaaur, not wanting one of their number to be drawn into the impending conflict. In order to keep the Ascendancy tightly bound to the Empire, Roan Fel grants Fehlaaur the title of Moff and makes him the Director of the Imperial Diplomatic Corps and a member of the Council of Moffs.

Unlike his fellow Moffs, Fehlaaur remains cautious and unwilling to succumb to his emotions. When accusations fly regarding the Diplomatic Corps' loyalty, Fehlaaur calmly points out that no evidence exists of any treason within the agency. Fehlaaur is often the counterpoint to the more discontent and aggressive Moffs, helping keep balance within the council along with Konrad Rus. Fehlaaur's continued service in the upper echelons of the Empire keeps the Chiss Ascendancy placated, reassuring its constituents that they have as much influence over the Empire as the Empire has over them.



Fehlaaur

Medium Chiss noble 8/officer 3

Destiny 2; Force 5

Init +5; **Senses** low-light vision; **Perception** +17

Languages Basic, Bothese, Cheunh, High Galactic

Defenses Ref 23 (flat-footed 23), Fort 21, Will 17

hp 56; **Threshold** 21

Speed 6 squares

Melee unarmed +9 (1d4+5)

Ranged blaster pistol +9 (3d6+5)

Base Atk +9; **Grp** +9

Atk Options Point Blank Shot

Special Actions Bolster Ally, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Shift Defense I

Abilities Str 10, Dex 11, Con 10, Int 15, Wis 14, Cha 14

Special Qualities command cover, share talent (Shift Defense I)

Talents Bolster Ally, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Shift Defense I

Feats Armor Proficiency (light), Linguist, Point Blank Shot, Skill Focus (Deception, Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Skill Training (Knowledge [tactics]), Weapon Proficiency (pistols, simple)

Skills Deception +17, Gather Information +12, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Knowledge (tactics) +12, Perception +17, Persuasion +17, Pilot +10, Use Computer +12

Possessions blaster pistol, Moff's uniform, encrypted comlink, code cylinder

"IT WAS TIME FOR
THE MOFFS TO
REASSERT THEIR
AUTHORITY LIKE
IN THE OLD DAYS—
BACK IN THE
REMNANTI"

—MOFF GBIST



MARASIAH FEL

The daughter of the deposed Emperor, Marasiah Fel is also skilled in the arts of diplomacy and negotiations. She works closely with the Imperial Mission as the envoy of the Emperor, at least prior to the attempt on Roan Fel's life. At the same time, she (like her father) is a full-fledged Imperial Knight, and she has pledged her service to both her father and what she sees as the true Galactic Empire. Diplomat, liaison, soldier, and spy, Marasiah Fel has one face that she shows to the galaxy at large (that of the loyal daughter of the Emperor) and another face she shows to her fellow Imperial Knights.

Marasiah Fel is more than just the legitimate heir to the Imperial throne. Since her father's exile, Marasiah (called Sia by those close to her) has acted as an envoy from her father to worlds that might potentially be sympathetic to the deposed Emperor's cause. Marasiah is also romantically linked to Antares Draco, a fellow Imperial Knight.

Marasiah Fel

Medium Human noble 5/Jedi 4/Imperial Knight 1

Destiny 1; Force 5

Init +12; Senses Perception +12

Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 28 (flat-footed 26), Fort 24, Will 24

hp 60; Threshold 24

Speed 4 squares

Melee lightsaber +14 (2d8+5)

Ranged hold-out blaster +12 (3d4+5)

Base Atk +8; Grp +10

Atk Options Weapon Finesse

Special Actions Born Leader, Fearless Leader, Presence

Force Powers Known (Use the Force +17): *battle strike, Force slam, mind trick, move object, rebuke, surge*

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 14

Talents Armor Mastery, Block, Born Leader, Deflect, Fearless Leader, Presence

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Linguist, Skill Focus (Persuasion, Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +12, Initiative +12, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Perception +12, Persuasion +17, Pilot +12, Use the Force +17

Possessions Imperial Knight battle armor, lightsaber (self-built), comlink, various personal belongings

"I LOVE MY
DAUGHTER, BUT
THE FATE OF THE
EMPIRE-OF THE
GALAXY-IS AT
STAKE!"

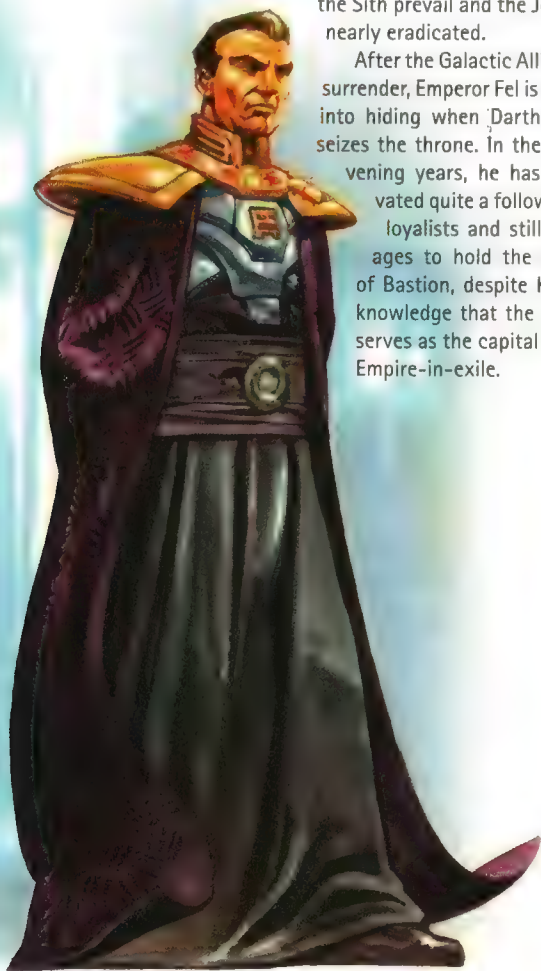
-EMPEROR ROAN FEL

ROAN FEL

Considered by many to be the rightful ruler of the galaxy, Roan Fel is the leader of the Empire-in-exile and is Darth Krayt's most wanted enemy. Roan Fel is a hard man who believes in the strength of order but not the violence of tyranny, and he leads both the Empire and the Imperial Knights in their crusade against the false Emperor that rules from Coruscant.

Trained as an Imperial Knight and skilled in the arts of military leadership and diplomacy, Roan Fel throws his support behind the Imperial Mission early and often, and works hard to make sure that the Jedi are not targeted as enemies during the Sith-Imperial War. However, despite his efforts, the Sith prevail and the Jedi are nearly eradicated.

After the Galactic Alliance's surrender, Emperor Fel is forced into hiding when Darth Krayt seizes the throne. In the intervening years, he has cultivated quite a following of loyalists and still manages to hold the planet of Bastion, despite Krayt's knowledge that the planet serves as the capital of the Empire-in-exile.



Emperor Roan Fel

CL 20

Medium Human Jedi 3/noble 6/Imperial Knight 5/officer 6

Destiny 3; Force 9; Dark Side 4

Init +10; Senses Perception +19

Languages Basic

Defenses Ref 35 (flat-footed 34), Fort 34, Will 36

hp 157; Threshold 34

Speed 4 squares

Melee lightsaber +22 (2d8+12) or

Melee lightsaber +17/+17 (2d8+12) with Double Attack

Ranged by weapon +18

Base Atk +18; Grp +20

Atk Options Double Attack (lightsabers), Martial Arts I, Melee Defense

Special Actions Assault Tactics, Born Leader, Coordinate, Deployment Tactics, Shift Defense I, Trust

Force Powers Known (Use the Force +22): battle strike, Force slam, mind trick, move object, prescience, rebuke (2), stagger, surge, vital transfer

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 15

Special Qualities command cover, share talent (Assault Tactics, Deployment Tactics, Shift Defense I)

Talents Armor Mastery, Assault Tactics, Band of Brothers, Block, Born Leader, Coordinate, Deflect, Deployment Tactics, Oath of Duty, Shift Defense I, Strength of the Empire, Trust

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Martial Arts I, Melee Defense, Force Sensitivity, Force Training (2), Skill Focus (Persuasion, Use the Force), Skill Training (Deception, Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +17, Knowledge (tactics) +15, Perception +19, Persuasion +22, Use the Force +22

Possessions Imperial Knight armor, lightsaber (self-built), Emperor's robes, comlink, various personal belongings

"THE JEDI HAVE
NOTHING TO FEAR
FROM MY FATHER.
ROAN FEL IS NOT
YOUR ENEMY. HE
NEVER TRULY WAS."

-MARASIAH FEL



ORON JAEGER

A dedicated Imperial officer and a Roan Fel loyalist, Oron Jaeger is a cybernetically enhanced Human who commands the 501st Legion, an elite stormtrooper squad with a history dating back to the Clone Wars. Jaeger, a former stormtrooper and a career military man, is stationed on Bastion when Emperor Fel claims the world as his stronghold and the hub of his Empire-in-exile. As commander of the 501st Legion, Jaeger shows incredible prowess for organization and movement-based tactics, earning him a reputation as having a permanent bird's-eye view of the battlefield, even when in the thick of combat.

After suffering a head wound at the Battle of Corulag during the Sith-Imperial War, Jaeger opts to receive a neural interface cybernetic implant before returning to Imperial service. Jaeger uses his cybernetic implant to remain in constant communications with his central command post, allowing him to relay orders much faster than most battlefield commanders.

Oron Jaeger

Medium Human soldier 10/officer 2

Destiny 1; **Force** 6; **Dark Side** 4

Init +13; **Senses Perception** +16

Languages Basic, Binary

Defenses Ref 18 (flat-footed 15), Fort 16, Will 20; Running Attack hp 101; **Threshold** 16

Speed 6 squares

Melee unarmed +13 (1d6+7)

Ranged blaster pistol +15 (3d6+6) or

Ranged blaster rifle +15 (3d8+8, devastating attack)

Base Atk +12; **Grp** +14

Atk Options Point Blank Shot, Precise Shot, Running Attack

Special Actions Battle Analysis, Deployment Tactics, Devastating Attack (rifles), Indomitable

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 16, Cha 15

Special Qualities command cover, share talent (Indomitable)

Talents Armored Defense, Battle Analysis, Deployment Tactics, Devastating Attack (rifles), Indomitable, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium, heavy), Improved Defenses, Martial Arts I, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Knowledge [tactics], Use Computer), Weapon Focus (pistols, rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)

Skills Knowledge (tactics) +17, Mechanics +12, Perception +12, Pilot +12, Use Computer +17

Possessions blaster pistol, Moff's uniform, code cylinder, cybernetic implant with built-in comlink and data links (grants a +2 equipment bonus on Perception checks)

AZLYN RAE

A member of the Jedi Order prior to the rise of Darth Krayt, Azlyn Rae escapes the massacre of the Jedi at Ossus and wanders the galaxy for a short while in disguise, eventually taking up bounty hunting as a profession. When she encounters the Imperial Knights, they recognize her Force training and offer to let her join their ranks. After swearing vows of loyalty to the Empire, Rae expands her understanding of the Force and learns the ways of the Imperial Knights. Thanks to her diverse training, she often serves the Imperial Knights as a scout and undercover agent.

Azlyn Rae knew Cade Skywalker at the Ossus Academy and spent a good deal of time around the young Jedi there. When Cade escapes from the clutches of the Empire at Coruscant, the Imperial Knights send Rae to track down the young Skywalker heir and follow him to the site of the hidden Jedi Temple. When the Imperial Knights follow Rae into the temple, her ties to the Jedi Order is revealed.

**Azlyn Rae**

Medium Human Jedi 5/scout 3/bounty hunter 1/Imperial Knight 2

Destiny 1; Force 5**Init** +12 (can reroll, must take second result); **Senses** Perception +8**Languages** Basic, Bocce**Defenses** Ref 32 (flat-footed 30), Fort 26, Will 27**hp** 80; **Threshold** 26**Speed** 4 squares**Melee** lightsaber +14 (2d8+5)**Ranged** heavy blaster pistol +12 (3d8+5)**Base Atk** +10; **Grp** +12**Atk Options** Hunter's Mark**Force Powers Known** (Use the Force +17): *battle strike, Force slam, mind trick, rebuke***Force Techniques** Improved Move Light Object**CL 11****Abilities** Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 14**Talents** Acute Senses, Armor Mastery, Improved Initiative, Block, Deflect, Elusive Target, Hunter's Mark**Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Defenses, Skill Focus (Use the Force), Skill Training (Survival), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)**Skills** Acrobatics +12, Initiative +12 (can reroll, must take second result), Perception +8 (can reroll, must take second result), Pilot +12, Survival +13, Use the Force +17**Possessions** Imperial Knight battle armor with helmet package (not worn), lightsaber (self-built), heavy blaster pistol, comlink, various personal belongings**KONRAD RUS**

The head of the Imperial Mission, Konrad Rus, is a soft-spoken member of the Council of Moffs who has thrown his support, at least outwardly, behind Darth Krayt. In truth, Rus is a pragmatist who cares only about the future of the Imperial Mission. He is content to serve the ruling Emperor and curry favor in order to keep the Imperial Mission active. If in the course of performing its duties, the Imperial Mission rights some of the wrongs perpetrated by the Sith and the Empire, then all the better.

Konrad Rus**CL 10**

Medium Human noble 10

Destiny 1; Force 5; Dark Side 1**Init** +5; **Senses** Perception +18**Languages** Basic, Bothese, Durese, High Galactic, Ithorese, Ryl**Defenses** Ref 17 (flat-footed 17), Fort 16, Will 11; **Melee Defense****hp** 50; **Threshold** 16**Speed** 6 squares**Melee** unarmed +6 (1d4+4)**Ranged** by weapon +7**Base Atk** +7; **Grp** +7**Special Actions** Bolster Ally, Born Leader, Coordinate, Inspire Confidence**Abilities** Str 9, Dex 10, Con 11, Int 15, Wis 16, Cha 16**Talents** Bolster Ally, Born Leader, Connections, Coordinate, Inspire Confidence**Feats** Improved Defenses, Linguist, Melee Defense, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Perception, Persuasion), Weapon Proficiency (pistols, simple)**Skills** Deception +18, Gather Information +18, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Perception +18, Persuasion +18, Treat Injury +12, Use Computer +12**Possessions** Imperial Mission robes, encrypted comlink



ASTRAAL VAO

The sister of noted Jedi Shado Vao and a faithful member of the Imperial Mission, Astraal Vao is a Twi'lek missionary and also a trusted friend of Imperial Knight Marasiah Fel. Astraal Vao has spent many years trying to protect her friend from the Imperial agents who have hunted her since her father was deposed. Astraal Vao must constantly perform a balancing act when it comes to her friend Marasiah; Astraal continues to serve the Empire and the Imperial Mission loyally but also hides her friend from it, for fear that Marasiah might be harmed.

Intelligent and gentle, Astraal Vao epitomizes of the kind of person the Imperial Mission is trying to attract. Astraal is dedicated to the ideals of the Mission, and thanks to her years of devoted service, she has become a trusted confidant of Konrad Rus. However, Astraal does not realize that her mentor confides in Darth Krayt, and she remains unaware of the fact that her defiance of the Empire does not go unnoticed. Astraal Vao is also Force-sensitive, though she has no formal training.

Astraal Vao

Medium Twi'lek noble 5

Force 2

Init +3; Senses low-light vision; Perception +7

Languages Basic, Binary, High Galactic, Huttese, Ryl

Defenses Ref 17 (flat-footed 16), Fort 17, Will 17; Dodge

hp 32; Threshold 17

Speed 6 squares

Melee unarmed +3 (1d4+2)

Ranged by weapon +4

Base Atk +3; Grp +4

Special Actions Bolster Ally, Inspire Confidence, Inspire Haste

Abilities Str 10, Dex 13, Con 11, Int 13, Wis 11, Cha 14

Talents Bolster Ally, Inspire Confidence, Inspire Haste

Feats Dodge, Force Sensitivity, Linguist, Skill Focus (Knowledge [galactic lore]), Skill Training (Treat Injury), Weapon Proficiency (pistols, simple)

Skills Deception +9 (may reroll), Gather Information +9, Knowledge (galactic lore) +13, Knowledge (social sciences) +8, Perception +7, Persuasion +9, Treat Injury +7, Use Computer +8, Use the Force +4

Possessions Imperial Mission robes, comlink, credit chip

MORLISH VEED

The Supreme Commander of the Imperial military forces and the highest-ranking member of the Council of Moffs, Morlish Veed is a devious and ambitious man who has his sights set on the Imperial throne. At the conclusion of the Sith-Imperial War, Veed expects to be made Emperor as thanks for helping dispose of Roan Fel; instead, he watches silently as Darth Krayt assumes the throne. Veed is forced to pledge his allegiance to the Sith Lord instead. Despite this setback, Morlish Veed is convinced that while he may not be Emperor now, all things have a way of changing, and the cunning Imperial officer has only to bide his time for the right moment to come along.

Moff Veed is romantically involved with Nyna Calixte, a fact that creates tension between Veed and Moff Rulf Yage. Veed is intelligent and cunning, and his ambition makes him eager to do whatever it takes to reach greater heights. Despite this, he is no fool; Morlish Veed knows that the Sith cannot be confronted head-on, and he has gone out of his way on several occasions to allay conflict between himself and the Sith Lords. In the mean time, Veed leads the Council of Moffs and expands his power and influence through political maneuvering and information gathering, merely waiting for the right moment to strike.

Morlish Veed

Medium Human soldier 4/noble 6/officer 5

Destiny 3; **Force** 7; **Dark Side** 5

Init +13; **Senses** Perception +20

Languages Basic, Bothese, Durese, Gran, High Galactic, Huttese

Defenses Ref 29 (flat-footed 26), Fort 28, Will 33

hp 90; **Threshold** 33

Speed 6 squares

Melee unarmed +13 (1d4+7)

Ranged blaster pistol +15 (3d6+7) or

Ranged blaster pistol +13 (3d6+7) with Rapid Shot

Base Atk +13; **Grp** +14

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Indomitable, Presence

Abilities Str 10, Dex 13, Con 10, Int 15, Wis 16, Cha 16

Special Qualities command cover, share talent (Assault Tactics), share talent (Indomitable)

Talents Assault Tactics, Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Indomitable, Presence

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception, Knowledge [tactics], Persuasion), Skill Training (Deception, Persuasion), Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)

Skills Deception +20, Initiative +14, Knowledge (social sciences) +14, Knowledge (tactics) +19, Perception +20, Persuasion +20, Pilot +13, Use Computer +14

Possessions blaster pistol, Moff's uniform, encrypted comlink, encrypted datapad, code cylinder

GUNN YAGE

A skilled pilot and the leader of Skull Squadron, Gunn Yage is the daughter of Moff Rulf Yage and Nyna Calixte (making her Cade Skywalker's half-sister). Prior to taking command of Skull Squadron (a post she earned without any leverage from her father), Gunn serves in the 181st Imperial Fighter Wing alongside some of the greatest pilots in the Imperial Navy. When she is offered a chance at command, she takes it with some reservations, knowing that she would be stationed near her father. Since taking command of Skull Squadron, she has reduced the squadron's fatality rate by over 80% and earned the respect and loyalty of her fellow pilots.

Gunn's early life is difficult, thanks to her mother leaving her father to pursue a relationship with Morlish Veed. Gunn believes that the brusque treatment she receives from her father is due to his latent regret of having a daughter instead of a son, though it is clear that Gunn has earned her

CL 15

father's respect. Gunn demands the same kind of discipline and excellence from her pilots that her father demands from her, though she has cultivated a warmer relationship with her fellow pilots than she seems to share with Moff Yage.

Gunn Yage

Medium Human soldier 7/ace pilot 2

Destiny 1; **Force** 4; **Dark Side** 2

Init +17; **Senses** Perception +10

Languages Basic

Defenses Ref 26 (flat-footed 23), Fort 22, Will 20

hp 81; **Threshold** 22

Speed 6 squares; Running Attack

Melee unarmed +9 (1d4+4)

Ranged blaster pistol +12 (3d6+4) or

Ranged blaster pistol +10 (4d6+4) with Rapid Shot

Base Atk +9; **Grp** +12

Atk Options Point Blank Shot, Rapid Shot, Running Attack

Special Actions Battle Analysis, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Vehicular Combat

Abilities Str 11, Dex 16, Con 12, Int 10, Wis 12, Cha 16

Special Qualities vehicle dodge +1

Talents Armored Defense, Battle Analysis, Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons)

Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Rapid Shot, Running Attack, Skill Focus (Pilot, Use Computer), Vehicular Combat, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple)

Skills Initiative +17, Mechanics +9, Pilot +17, Use Computer +14

Possessions armored flight suit, blaster pistol, comlink

RULF YAGE

The most decorated Grand Admiral in the Imperial Navy and its representative on the Council of Moffs, Rulf Yage is a hard man whose life and career has been defined by service to the Empire. Rulf Yage begins his career by attending the Imperial Academy and joins the ranks of the Starfighter Corps. Eventually, Rulf joins Skull Squadron and rises through its ranks, eventually becoming the squadron's commander. During those years, Skull Squadron is assigned to the defense of Bastion, not Coruscant. After marrying Nyna Calixte and fathering a daughter, Rulf is assigned to the Star Destroyer *Ephin Sarreti*, where he coordinates starfighter tactics for the entire Imperial Second Outer Rim Fleet.

Eventually, Rulf is promoted to the rank of Admiral, though trouble in his personal life begins to wear on him. When Nyna Calixte leaves him for Morlish Veed, Yage throws himself into his career, trying not to let his bitterness overwhelm him. By the conclusion of the Sith-Imperial War, Rulf Yage has been promoted to Grand Admiral, and his actions at the massacre at Ossus earn him not only the title of Moff but also a seat on the Council of Moffs. Despite his high rank, Rulf Yage is not nearly as cunning or devious when it comes to politics as his fellow Moffs, a fact that Nyna Calixte points out to him as the reason Morlish Veed is the High Moff and Yage is not.

Rulf Yage

Medium Human soldier 7/ace pilot 3/officer 3

Destiny 2; Force 6; Dark Side 2

Init +18; Senses Perception +12

Languages Basic, Durese

Defenses Ref 29 (flat-footed 27), Fort 27, Will 28

hp 116; Threshold 27

Speed 6 squares

Melee unarmed +14 (1d4+6)

Ranged blaster pistol +15 (3d6+6) or

Ranged blaster pistol +13 (4d6+6) with Rapid Shot

Base Atk +13; Grp +15

Atk Options Point Blank Shot, Rapid Shot

Special Actions Assault Tactics, Battle Analysis, Deployment Tactics, Devastating Attack (heavy weapons), Elusive Dogfighter, Keep It Together, Penetrating Attack (heavy weapons), Vehicular Combat

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 13, Cha 14

Special Qualities command cover, share talent (Assault Tactics), vehicle dodge +1

Talents Armored Defense, Assault Tactics, Battle Analysis, Deployment Tactics, Devastating Attack (heavy weapons), Elusive Dogfighter, Keep It Together, Penetrating Attack (heavy weapons)

Feats Armor Proficiency (light, medium, heavy), Point Blank Shot, Rapid Shot, Skill Focus (Knowledge [tactics], Pilot, Use Computer), Skill Training (Knowledge [tactics]), Vehicular Combat, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple) [soldier 4th, soldier starting]

Skills Initiative +19, Mechanics +12, Pilot +19, Knowledge (tactics) +17, Use Computer +17

Possessions armored flight suit, blaster pistol, comlink

CL 13

IMPERIAL RANGED WEAPONS

The following ranged weapons are strongly identified with the Galactic Empire and are in common use by Imperial forces throughout the galaxy during the Legacy era.

ARC-9965 Blaster Rifle

Rifle

The chosen weapon of the Imperial stormtrooper corps, the ARC-9965 blaster rifle from BlasTech is a significant upgrade over the E-11 blaster rifles used by stormtroopers during the Galactic Civil War. It is designed with accuracy in mind, with input from some of the galaxy's best sharpshooters.

The ARC-9965 is not without its flaws. The higher-accuracy blaster bolts consume more energy than a standard blaster rifle, lowering its ammunition capacity. Additionally, since the weapon is designed more for accuracy than for sprays of fire, each autofire attack made with the weapon consumes 10 shots.

The ARC-9965 blaster rifle requires a power pack to operate. After 40 shots, the power pack must be replaced. The ARC-9965 blaster rifle also has a retractable stock.

Heavy Blaster Cannon

Heavy Weapon

A heavy blaster cannon, such as the Merr-Sonn BB-23 heavy blaster cannon used by the heavy weapons specialists in Joker Squad, is a devastating weapon that can wreak havoc on enemies that stay too close to one another. Specifically designed for use against infantry and other ground-based personnel, the heavy blaster cannon is considerably larger than most weapons intended for use by an individual soldier. However, a heavy blaster cannon can be braced by spending two swift actions in the same round immediately before making an attack; if the weapon is braced, it is treated as a Large weapon, and can be fired by a Medium character. If the weapon is not braced, it cannot be fired by any creature Medium size or smaller.

A heavy blaster cannon is an area effect weapon. It deals full damage to the target if the attack hits the target's Reflex Defense (half damage if the target has the Evasion talent) and half damage if it misses (no damage if the target has the Evasion talent). Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses.

The heavy blaster cannon requires a power pack to operate. After 10 shots, the power pack must be replaced.

TABLE 10-1: IMPERIAL RANGED WEAPONS

HEAVY WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Huge							
Heavy blaster cannon ^{1 2}	4,200	4d12	—	S	22 kg	Energy	Military
RIFLES							
Medium							
ARC-9965 ³	1,400	3d8	Yes	S, A	5 kg	Energy	Military

¹ Area Attack Weapon: See Area Attack, page 155 of the Saga Edition core rulebook.

² Inaccurate Weapon: This weapon cannot fire at targets at long range.

³ Accurate Weapon: This weapon takes no penalty when firing at targets at short range.

TABLE 10-2: IMPERIAL ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Medium Armor (-5)								
Cortosis gauntlet	1,500	—	—	—	—	—	1 kg	Rare
Imperial Knight armor	7,000	+8	+2	+3	4 sq.	3 sq.	16 kg	Rare
Knighthunter armor	6,000	+7	+2	+3	4 sq.	3 sq.	13 kg	Military

IMPERIAL ARMOR

The Empire has always had unique suits of armor designed for its troops, and the armor of a standard stormtrooper has been enough to inspire fear in the enemies of the Empire for decades.

Cortosis Gauntlet

Medium Armor (see below)

This gauntlet, made with cortosis weave, protects its wearer from lightsaber attacks. If the wearer readies an action to block a lightsaber attack, the wearer can make an opposed unarmed melee attack roll against the attack roll of the lightsaber attack. If the wearer of the cortosis gauntlet is successful, the lightsaber deactivates and may not be reactivated for 2 minutes (20 rounds). The attack still deals normal damage before the lightsaber is deactivated.

If the wearer of a cortosis gauntlet is the target of the Severing Strike talent, the attacker can choose to sever the limb on which the cortosis gauntlet is worn without having his or her lightsaber deactivated.

The wearer of a cortosis gauntlet must have the Armor Proficiency (medium) feat or take the normal penalties for wearing armor in which he or she is not proficient.

Imperial Knight Armor

Medium Armor

The chosen armor of the Imperial Knights is modeled after the armor worn by Darth Vader during the Galactic Civil War. However, unlike Darth Vader's armor, the Imperial Knight armor is not designed to provide life support to the wearer. Additionally, the armor has small threads of phrik filaments throughout the armor, allowing the wearer to apply any personal DR against attacks made by lightsabers.

Knighthunter Armor

Medium Armor

An upgrade of the standard stormtrooper armor, the solid-black armor of the Knighthunters combines many of the designs of Palpatine's Coruscant Guards and the storm Commandos, providing a durable suit of armor that also allows the wearer to remain hidden in poorly lit conditions. Knighthunter armor comes standard with a helmet package. Additionally, the helmet of a suit of Knighthunter armor is fitted with a small connector at the base of the neck that sends minute electrical impulses into the spine and the base of the brain of the wearer. These impulses disrupt any outside influence on the brain of the wearer, granting the wearer a +5 equipment bonus to Will Defense against Use the Force checks.

IMPERIAL VEHICLES

The Empire's ground support needs have changed little across the eras. The Empire still employs walkers on worlds with rough terrain, and it still puts scout troopers on fast-moving speeder bikes. The following section describes vehicles used by the Empire extensively during the Legacy era.

KYBUCK SPEEDER BIKE

The standard speeder bike used by the troops of the Empire, the Kybuck speeder bike by Arakyd is a fast and durable bike that has become the staple of the Imperial scout trooper corps. Though somewhat larger and bulkier than the speeder bikes usually found in Imperial service, the Arakyd Kybuck makes up for this bulkiness with a more powerful set of repulsor engines and a thick layer of hull plating, making the vehicle difficult to destroy with one hit. The larger size of the bike also makes it easier for the speeder bike to accommodate a single passenger, who rides behind the pilot.

Darth Talon uses a speeder bike of this make on Vendaxa when she travels to the world in pursuit of Marasiah Fel.

Kybuck Speeder Bike

CL 5

Large ground vehicle (speeder)

Init +14; Senses Perception +8

Defenses Ref 18 (flat-footed 11), Fort 15; +2 armor

hp 50; DR 5; Threshold 20

Speed 12 squares (max. velocity 500 km/h)

Ranged weapon +9 (see below)

Fighting Space 2x2; Cover none

Base Atk +5; Grp +15

Atk Options autofire (laser cannon)

Abilities Str 20, Dex 24, Con —, Int 14

Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14,
Use Computer +8

Crew 1 (expert); Passengers 1

Cargo 10 kg; Consumables 1 day; Carried Craft none

Availability Military; Cost 8,000 (3,500 used)

Laser cannon (pilot)

Atk +9 (+4 autofire), Dmg 4d10

ALL TERRAIN RIOT CONTROL TRANSPORT (AT-RCT)

The urban successor to the AT-ST, the All Terrain Riot Control Transport is designed for use in cities and other highly developed areas with large populations. Based on vehicle designs dating back to the Clone Wars, the AT-RCT features an open cockpit, allowing the crew full 360-degree vision and the ability to fire personal weapons at targets approaching from lines of fire outside of the vehicle's own fire arcs. Unfortunately, this also leaves the pilot and gunner open to attacks from the ground, though the AT-RCT's primary mission is crowd control and riot suppression, which usually means dealing with unruly (though not usually well-armed) mobs. Additionally, since the AT-RCT is used in support of ground troops, there is usually enough suppressing fire in the area to protect the crew.

The AT-RCT operates effectively in urban sprawls where the terrain is hindered by narrow alleys, winding streets, and uneven surfaces. With a more narrow front profile than the AT-ST, the AT-RCT can usually turn 180 degrees in a single spot, allowing it to get in and out of tight places where speeders are impractical. Thanks to the insurgency of both the Galactic Alliance Core Fleet remnants and Roan Fel's Empire-in-exile, the AT-RCT has seen greatly increased use on Imperial worlds throughout the galaxy.

All Terrain Riot Control Transport (AT-RCT)

CL 8

Huge ground vehicle (walker)

Init +10; Senses Perception +8

Defenses Ref 16 (flat-footed 12), Fort 20; +4 armor

hp 120; DR 10; Threshold 30

Speed fly 6 squares (max. velocity 90 km/h)

Ranged double medium blaster cannons +9 (see below) and
suppression cannons +7 (see below)

Fighting Space 3x3; Cover +5

Base Atk +5; Grp +25

Atk Options autofire (double medium blaster cannons, suppression
cannons)

Abilities Str 30, Dex 18, Con —, Int 14

Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10,
Use Computer +8

Crew 2; Passengers none

Cargo none; Consumables 2 days; Carried Craft none

Availability Military; Cost not available for sale

Double medium blaster cannons (pilot)

Atk +9 (+4 autofire), Dmg 5d10x2

Suppression cannons (copilot)

Atk +7 (+2 autofire), Dmg 4d10x2 stun, ignores the normal 6-square
ranged restriction on stun attacks

ALL TERRAIN ARMORED HEAVY TRANSPORT (AT-AHT)

In a galaxy torn apart by a struggle between three powerful factions, it comes as no surprise that Kuat Drive Yards would produce an upgraded heavy transport designed to up the ante in any ground engagement. The successor to the AT-AT, the AT-AHT is tougher, stronger, and more heavily armed than any other walker in the Imperial arsenal. Primarily deployed on worlds where extreme temperatures, toxic atmospheres, or other conditions make using repulsor technology difficult, the AT-AHT has proven itself valuable in breaking through enemy defenses and scattering enemy troops.

All Terrain Armored Heavy Transport (AT-AHT) CL 14

Colossal ground vehicle (walker)

Init -2; Senses Perception +8

Defenses Ref 17 (flat-footed 17), Fort 31; +17 armor

hp 350; DR 20; Threshold 81

Speed 6 squares (max. velocity 80 km/h)

Ranged heavy laser cannons +8 (see below) and heavy blaster cannons +8 (see below)

Fighting Space 6x12; Cover total

Base Atk +5; Grp +46

Abilities Str 53, Dex 10, Con —, Int 16

Skills Initiative -2, Mechanics +8 Perception +8 Pilot -2, Use Computer +8

Crew 5 (expert); Passengers 60 (troops)

Cargo 2 tons; Consumables 1 week; Carried Craft 8 speeder bikes or 3 AT-RCTs

Availability Military; Cost not available for sale

Heavy laser cannons (gunner)

Atk +8, Dmg 8d10x2, 2-square splash

Heavy blaster cannons (gunner)

Atk +8, Dmg 5d10x2

IMPERIAL STARFIGHTERS

Starfighters from the Clone Wars and the Rebellion era inspire Imperial starfighter designs well into the Legacy era, as evidenced by the new fighters presented below.

FURY-CLASS STARFIGHTER

The preferred method of transportation for the Sith Lords in the Empire, the *Fury*-class starfighter from the SoroSuub Corporation is another in a series of designs based on popular vessels of the past. The *Fury*-class starfighter features a cockpit situated between two angular wings, with a much more roomy interior than most starfighters. As a result, the spacecraft is far more comfortable than others of its size, particularly on long-distance journeys, making it a viable alternative to space transports for the Sith.

The *Fury*-class starfighter's design harkens back to pre-Clone Wars starfighters such as the Cutlass-9. However, the *Fury*-class starfighter is somewhat larger and features three powerful engines that provide excellent thrust both in atmospheres and in space. The *Fury*-class starfighter, despite being the preferred craft of the Sith Lords, boasts only a light armament of laser cannons, and its low-profile design and charcoal-colored exterior make it easy to hide.



A FURY-CLASS FIGHTER FIRES ON A IF-9 CROSSFIRE STARFIGHTER.

Fury-class Starfighter

Gargantuan starfighter

Init +6; **Senses** Perception +12**Defenses** Ref 17 (flat-footed 13), Fort 30; +13 armor**hp** 180; **DR** 15; **SR** 30; **Threshold** 80**Speed** fly 16 squares (max. velocity 1,320 km/h), fly 6 squares (starship scale)**Ranged** advanced heavy laser cannons +16 (see below)**Fighting Space** 4×4 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +10; **Grp** +50**Atk Options** autofire (advanced heavy laser cannons)**Abilities** Str 50, Dex 18, Con —, Int 18**Skills** Initiative +6, Mechanics +12, Perception +12, Pilot +6, Use Computer +12**Crew** 1 (ace); **Passengers** none**Cargo** 150 kg; **Consumables** 2 months; **Carried Craft** none**Hyperdrive** ×.75, navicomputer**Availability** Military; **Cost** not available for sale**Advanced heavy laser cannons (pilot)****Atk** +16 (+11 autofire), **Dmg** 8d10×2**PREDATOR-CLASS STARFIGHTER**

The mainstay of the Imperial Navy's starfighter corps, the *Predator*-class starfighter from Sienar Fleet Systems answers the Empire's basic need for a space superiority fighter that, like the TIE fighters of the Rebellion era, can also be mass produced. Faster and more agile than past Sienar designs, the *Predator*-class starfighter boasts shielding to help protect it from those rare shots that manage to hit the fighter. Unlike its TIE predecessors, the *Predator*-class starfighter is fitted with a hyperdrive, making it suitable for long-distance strike missions.

There are two primary cockpit styles among *Predator*-class fighters. The standard configuration has a somewhat reduced view of the battlefield, instead encouraging the pilot to rely on heads-up displays and computer-enhanced targeting and sensor data. Squadron leaders and wing commanders have a more traditional TIE Fighter-style cockpit, which allows for better visual scanning and situation assessment. *Predator*-class starfighters are kept in racks aboard capital starships and can be launched with speed from those ships' hangars.

CL 12

PREDATOR-CLASS FIGHTERS ATTACK A SIGMA-CLASS SHUTTLE.

**Predator-class Starfighter**

CL 11

Gargantuan starfighter

Init +10; **Senses** Perception +6**Defenses** Ref 21 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 15; **Threshold** 44**Speed** fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)**Ranged** double medium laser cannons +6 (see below)**Fighting Space** 4×4 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +2; **Grp** +31**Atk Options** autofire (double medium laser cannons)**Abilities** Str 39, Dex 28, Con —, Int 14**Skills** Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6**Crew** 1 (skilled); **Passengers** none**Cargo** 70 kg; **Consumables** 1 week; **Carried Craft** none**Hyperdrive** ×1, navicomputer**Availability** Military; **Cost** not available for sale**Double medium laser cannon (pilot)****Atk** +6 (+1 autofire), **Dmg** 5d10×2

NEUTRALIZER-CLASS BOMBER

During the Sith-Imperial War, Sienar Fleet Systems' engineers take the designs for the *Predator*-class starfighter and begin working on ways to adapt the design to a multipurpose bomber. The result, dubbed the *Neutralizer*-class bomber, is clearly inspired by the *Predator*-class fighter but is larger, bulkier, and somewhat less agile. Still quite nimble for a bomber, the *Neutralizer*-class bomber is also very durable, boasting impressive shields for a fighter of its size.

Compared to the *Predator*-class starfighter, only a small number of *Neutralizer*-class bombers have rolled off the assembly lines. Since the end of the Sith-Imperial War, the *Neutralizer*-class bomber has seen little use, as its primary purpose is strafing enemy ground emplacements and braking open defensible positions. However, with the rise in sedition by Roan Fel loyalists, the Empire has begun calling in *Neutralizer*-class bombers for air strikes on positions suspected of harboring sympathizers to the deposed Emperor.

Neutralizer-class Bomber

CL 11

Gargantuan starfighter

Init +8; Senses Perception +6

Defenses Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat hp 120; DR 10; SR 20; Threshold 46

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)

Ranged double medium laser cannons +7 (see below) or

Ranged proton torpedo launcher +7 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +33

Atk Options autofire (double medium laser cannons)

Abilities Str 42, Dex 24, Con —, Int 16

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); Passengers none

Cargo 110 kg; Consumables 1 week; Carried Craft none

Payload 10 proton torpedoes

Hyperdrive x1, navicomputer

Availability Military; Cost not available for sale

Double medium laser cannon (pilot)

Atk +7 (+2 autofire), Dmg 5d10x2

Proton torpedoes (pilot)

Atk +7, Dmg 9d10x2, 4-square splash

IMPERIAL SPACE TRANSPORTS

Imperial officials, officers, and troops rely on two classes of shuttles that are as ubiquitous to the Legacy era as the *Lambda*-class shuttle is to the Rebellion era.

NUNE-CLASS IMPERIAL SHUTTLE

The standard shuttle used by the Imperial Navy, the *Nune*-class shuttle is the spiritual heir to the *Lambda*-class shuttle used during the Galactic Civil War. Much larger than traditional shuttles, the *Nune*-class shuttle is designed with versatility in mind. In this regard, it serves as a cargo transport shuttle as well as a personal transport and a troop dropship, as needs require. Sienar Fleet Systems engineers designed the interior of the shuttle to be highly modular, and most ships equipped with *Nune*-class shuttles also come with the equipment needed to alter a *Nune*-class shuttle to fit the needs of whatever mission it is being sent on. Similarly, all Imperial Navy technicians are trained extensively in the modification of the *Nune*-class shuttle.

Some *Nune*-class shuttles have dedicated roles and never see much in the way of alteration or modification. Usually, these shuttles are assigned to flagships or transports that commonly carry high-ranking personnel, and serve solely as personal shuttles for Admirals, Moff's, and other diplomats. These shuttles usually have their interiors converted to have luxury accommodations that are fitting of Imperial officers.



14 IONIZERS FIRE ON A NUNE-CLASS SHUTTLE.

Nune-class Imperial Shuttle

CL 13

Colossal space transport

Init -1; **Senses** Perception +6**Defenses** Ref 16 (flat-footed 13), Fort 28; +13 armor**hp** 150; **DR** 15; **SR** 30; **Threshold** 78**Speed** fly 12 squares (max. velocity 900 km/h), fly 4 squares (starship scale)**Ranged** medium laser cannons +7 (see below) and medium laser cannon battery +9 (see below) and double heavy laser cannon +5 (see below)**Fighting Space** 12x12 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +2; **Grp** +40**Atk Options** autofire (medium laser cannon battery, double heavy laser cannon)**Abilities** Str 46, Dex 16, Con —, Int 16**Skills** Initiative -1, Mechanics +6, Perception +6, Pilot -1, Use Computer +6**Crew** 8 (skilled); **Passengers** 35**Cargo** 250 tons; **Consumables** 3 months; **Carried Craft** none**Hyperdrive** x1 (backup x10), navicomputer**Availability** Military; **Cost** not available for sale**Medium laser cannons (pilot)****Atk** +7, **Dmg** 4d10x2**Medium laser cannon battery (3 gunners)****Atk** +9 (+4 autofire), **Dmg** 4d10x2**Double heavy laser cannon (copilot)****Atk** +5 (+0 autofire), **Dmg** 5d10x2**SIGMA-CLASS LONG-RANGE SHUTTLE**

A hyperdrive-equipped shuttle designed to ferry diplomats and other important beings from one side of the galaxy to another, the *Sigma*-class long-range shuttle from Sienar Fleet Systems is favored by Imperial officials who prefer to be their own pilots (or those who prefer to have only a small retinue). The *Sigma*-class long-range shuttle doesn't really compete with the more pervasive *Nune*-class shuttle. While the *Nune*-class shuttle is ideal for interplanetary travel within a given sector or region of space and often doubles as a troop transport, the *Sigma*-class shuttle is reserved for Imperial officials who need to travel across vast regions of space, such as from the Core to the Outer Rim and back again.

Most bureaucratic offices on worlds controlled by the Empire keep at least one *Sigma*-class long-range shuttle in good working order on the rare occasion that an official needs to travel across the galaxy. If the *Nune*-class shuttle is the workhorse of shuttles, the *Sigma*-class shuttle is more like a luxury transport. Though not quite as extravagantly appointed as a luxury yacht, the *Sigma*-class shuttle provides a comfortable environs for long-range travel, including several spacious passenger compartments, a well-stocked galley, and a large, open cargo area capable of carrying along personal speeders.

The Imperial Knights make extensive use of *Sigma*-class long-range shuttles when performing missions as a group. These shuttles are specially modified to carry up to three *Predator*-class starfighters in their cargo holds, at the expense of most of the ship's cargo space.

Sigma-class Long-Range Shuttle

CL 12

Colossal space transport

Init +0; **Senses** Perception +6**Defense** Ref 16 (flat-footed 12), Fort 26; +12 armor**hp** 130; **DR** 15; **SR** 45; **Threshold** 76**Speed** fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)**Ranged** double heavy laser cannons +7 (see below)**Fighting Space** 12x12 or 1 squares (starship scale); **Cover** total (crew)**Base Atk** +2; **Grp** +38**Atk Options** autofire (double heavy laser cannons)**Abilities** Str 43, Dex 18, Con —, Int 16**Skills** Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6**Crew** 1 (skilled); **Passengers** 10**Cargo** 200 tons; **Consumables** 3 months; **Carried Craft** none**Hyperdrive** x1 (backup x8), navicomputer**Availability** Military; **Cost** not available for sale**Double heavy laser cannons (pilot)****Atk** +7 (+2 autofire), **Dmg** 6d10x2**Imperial Knight variant:**

Cargo 30 tons; **Consumables** 3 months; **Carried Craft** 3 *Predator*-class starfighters

IMPERIAL CAPITAL SHIPS

Fleets of capital ships symbolize the true might of the Empire, and the new Imperial capital ships found in the Legacy era put the capital ships of previous eras to shame.

ARDENT-CLASS FAST FRIGATE

One of the fastest capital ships in the Imperial fleet, the *Ardent*-class fast frigate produced by Kuat Drive Yards is aggressively used by Imperial tacticians as a means of disrupting enemy fleet formations. One effective Imperial strategy is to send several *Ardent*-class fast frigates into enemy picket lines at strategically chosen weak points, at which point the fast frigates provide wedges that break up defense screens and allow other Imperial ships to move in and fill the gaps. The *Ardent*-class fast frigate relies on impressive shields to execute this strategy.

Despite its excellent shielding, *Ardent*-class fast frigates tend to suffer high amounts of damage in most ship-to-ship engagements due to the sheer number of attacks directed at them. The commanders of *Ardent*-class fast frigates tend to be men and women with nerves of ice, as maintaining cool under heavy fire is key to this ship's primary strategy.

Tactical Fire: As a standard action, an *Ardent*-class fast frigate can forgo all attacks to provide tactical fire. Enemy ships occupying one or more squares adjacent to the *Ardent*-class fast frigate take a -1 penalty on attack rolls and a -1 penalty to all defenses.

Ardent-class Fast Frigate

Colossal (frigate) capital ship
Init +0; Senses Perception +6

Defenses Ref 18 (flat-footed 14), Fort 38; +14 armor
hp 1,200; DR 15; SR 160; Threshold 138

Speed fly 4 squares (starship scale)

Ranged 5 heavy turbolaser batteries +15* (see below) and
3 medium turbolaser batteries +15* (see below) and
5 point-defense medium laser cannon batteries +11 (see below) and
2 tractor beam batteries +9* (see below) and

Fighting Space 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +66

Atk Options autofire (point-defense medium laser cannon batteries)

Abilities Str 66 Dex 18 Con —, Int 20

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

CL 19

Crew 1,400; Passengers 200 (troops)

Cargo 5,000 tons; Consumables 1 year; Carried Craft 12 *Predator*-class starfighters

Hyperdrive ×1 (backup ×12), navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 7d10×5

Medium turbolaser battery (5 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 5d10×5

Point-defense medium laser cannon battery (3 gunners)

Atk +11 (+6 autofire), Dmg 4d10×2

Tractor beam battery (2 gunners)

Atk +9 (-11 against targets smaller than Colossal),
Dmg — (grapple +66)

PELLAEON-CLASS STAR DESTROYER

Embodying the philosophy that classic designs never go out of fashion, the *Pellaeon*-class Star Destroyer from Kuat Drive Yards is the Empire's modern successor to the wedge-shaped capital ships of the past. Named for one of the most famous Grand Admirals in the history of the Empire, Gilad Pellaeon, this ship features a heavily slanted forward hull and a complement of turbolasers with greater fire arcs than its predecessors. Similarly, the ship's overall length is shortened to produce a smaller profile when firing broadsides with another capital ship, increasing the ship's longevity in combat.

Most *Pellaeon*-class Star Destroyers serve as command ships and flagships in Imperial fleets. Large sector fleets might have dozens of *Pellaeon*-class Star Destroyers, while smaller ones might have only a single *Pellaeon*-class ship accompanied by frigates and smaller patrol craft. These Star Destroyers help form a core around which battle groups and fleets are formed, as their hardware makes them not only incredibly powerful but also excellent command vessels. The *Pellaeon*-class ship is the perfect vehicle for the brilliant tactical minds of the Empire.

Tactical Fire: As a standard action, a *Pellaeon*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Allied starships attacking targets within this area gain a +2 bonus on attack rolls.

A PELLAEON-CLASS STAR DESTROYER
EXCHANGES FIRE WITH A SCYTHES-CLASS
CRUISER.



Pellaeon-class Star Destroyer

CL 28

Colossal (cruiser) capital ship

Init -2; Senses Perception +6

Defenses Ref 16 (flat-footed 14), Fort 57; +14 armor
hp 2,350; DR 20; SR 140; Threshold 257

Speed fly 3 squares (starship scale)

Ranged 5 heavy turbolaser batteries +16* (see below) and
5 medium turbolaser batteries +16* (see below) and
4 heavy ion cannon batteries +16* (see below) and
3 tractor beam batteries +16* (see below) and
5 proton torpedo batteries +16* (see below)

Fighting Space 2x2 (starship scale); Cover total (crew)

Base Atk +2; Grp +69

Abilities Str 105, Dex 14, Con —, Int 22

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,
Use Computer +6

Crew 8,450 (skilled); Passengers 2,700 (troops)

Cargo 11,000 tons; Consumables 6 months; Carried Craft 48 Predator-
class starfighters, 6 Nu-class shuttles

Payload 200 proton torpedoes

Hyperdrive x.75, navicomputer

Availability Military; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 12d10x5

Medium turbolaser battery (5 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 8d10x5

Heavy ion cannon battery (5 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 6d10x5 ion

Tractor beam battery (5 gunners)

Atk +16 (-4 against targets smaller than Colossal),
Dmg — (grapple +69)

Proton torpedo battery (5 gunners)

Atk +16 (-4 against targets smaller than Colossal), Dmg 10d10x5,
4-square splash

IMPERIOUS-CLASS STAR DESTROYER

After the Sith-Imperial War, Darth Krayt's Empire struggles to deal with insurgents and rebels from a variety of factions. While the *Pellaeon*-class Star Destroyer proves a capable command vessel, Darth Krayt demands that the Empire continue to upgrade its fleets to quash sedition. Based on a proposal from Moff Rulf Yage, the Imperial Navy turns the schematics for the *Pellaeon*-class Star Destroyer (originally designed by Kuat Drive Yards) over to the Imperial forces in charge of Mon Calamari. The Empire then forces Mon Calamari engineers to modify the plans to produce an improved model, much as the old *Imperial I*-class Star Destroyer was upgraded to the *Imperial II*-class ship.

The end result is the *Imperious*-class Star Destroyer, which requires a smaller crew, has better shielding, and has components that take up far less space than the original design. Additionally, the Mon Calamari upgrade the ship's internal computers, taking the already formidable systems and making them more efficient, and adding the latest in gravity mine technology to the ship's weapon complement. The end result is a ship that is tough, smart, and dangerous.

The Galactic Alliance Core Fleet steals the first prototype of the *Imperious*-class Star Destroyer (the *Imperious* itself) from the shipyards at Mon Calamari. After a brutal battle at the shipyards, the Galactic Alliance flees with the *Imperious* to a secret rendezvous point. Admiral Gar Stazi renames the stolen vessel the *Alliance*, and Darth Krayt, livid that the Mon Calamari could allow the ship to be stolen, decimates the Mon Calamari population and forces the remaining Mon Calamari to build several new *Imperious*-class Star Destroyers in the hopes that they will break the resolve of the Galactic Alliance Core Fleet.

Tactical Fire: As a standard action, an *Imperious*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares within 2 squares of itself. Once per turn when an allied starship within this area scores a hit with a starship weapon attack, the starship gains 20 bonus hit points (which behave exactly as bonus hit points do for characters).

Imperious-class Star Destroyer

CL 29

Colossal (cruiser) capital ship

Init -2; Senses Perception +6

Defenses Ref 17 (flat-footed 15), Fort 58; +15 armor

hp 2,500; DR 20; SR 140*; Threshold 258

Speed fly 3 squares (starship scale)

Ranged 5 heavy turbolaser batteries +17** (see below) and

5 medium turbolaser batteries +17** (see below) and

4 heavy ion cannon batteries +17** (see below) and

3 tractor beam batteries +17** (see below) and

5 proton torpedo batteries +17** (see below) or

Fighting Space 2x2 (starship scale); Cover total (crew)

Base Atk +2; Grp +70

Atk Options gravity mines

Abilities Str 107, Dex 14, Con —, Int 24

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,

Use Computer +6

Crew 6,700 (skilled); Passengers 3,000 (troops)

Cargo 13,000 tons; Consumables 6 months; Carried Craft 48 Predator-class starfighters, 12 Neutralizer-class bombers, 6 Nu-class shuttles

Payload 200 proton torpedoes, 50 gravity mines

Hyperdrive x.75, navicomputer

Availability Military; Cost not available for sale

* Regenerating Shields: Increase the Shield Rating by 10 (up to the ship's maximum SR) when using the recharge shields action.

** Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 12d10x5

Medium turbolaser battery (5 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 8d10x5

Heavy ion cannon battery (5 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 6d10x5 ion

Tractor beam battery (5 gunners)

Atk +17 (-3 against targets smaller than Colossal),

Dmg — (grapple +70)

Proton torpedo battery (5 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 10d10x5, 4-square splash

Gravity mine (gunner)

Atk —, Dmg — (see sidebar)

GRAVITY MINES

With the remnants of the Galactic Alliance Core Fleet hiding throughout the galaxy and Roan Fel loyalists spreading dissent throughout the galaxy, Darth Krayt's Empire needs ways to block hyperspace routes and pull ships back into realspace. Rather than continuing the tradition of using massive interdiction starships, the Empire has come to rely on gravity mines instead. Cheaper to produce and expendable, these gravity mines create a mass shadow (similar to the gravity well projectors used on the old *Interdictor*-class heavy cruisers) that pulls ships out of hyperspace and keeps them out. Unlike interdiction ships, gravity mines are small and difficult to detect with sensors. Hundreds of mines can be spread throughout an engagement zone in order to create a field of overlapping mass shadows.

A ship equipped with gravity mines can deploy a gravity mine into an adjacent square as a standard action. Whenever another starship enters a gravity mine's square or any adjacent square (either in realspace or in hyperspace), the mine activates, creating a zone that fills the mine's square and all adjacent squares (a 3x3 square area) with a mass shadow. Ships in these squares and ships that enter these squares are pulled from hyperspace and cannot enter hyperspace again while in one of these squares.

The Empire has also developed a more expensive variant of the gravity mine that is used when trying to target a single ship or a small number of ships. These mines activate a mass shadow field and then magnetically attach themselves to the starship that triggered the mine, making it impossible for the ship to destroy the mine without assistance (or having countermeasures in place, such as someone ready to exit the ship and remove the mine manually).

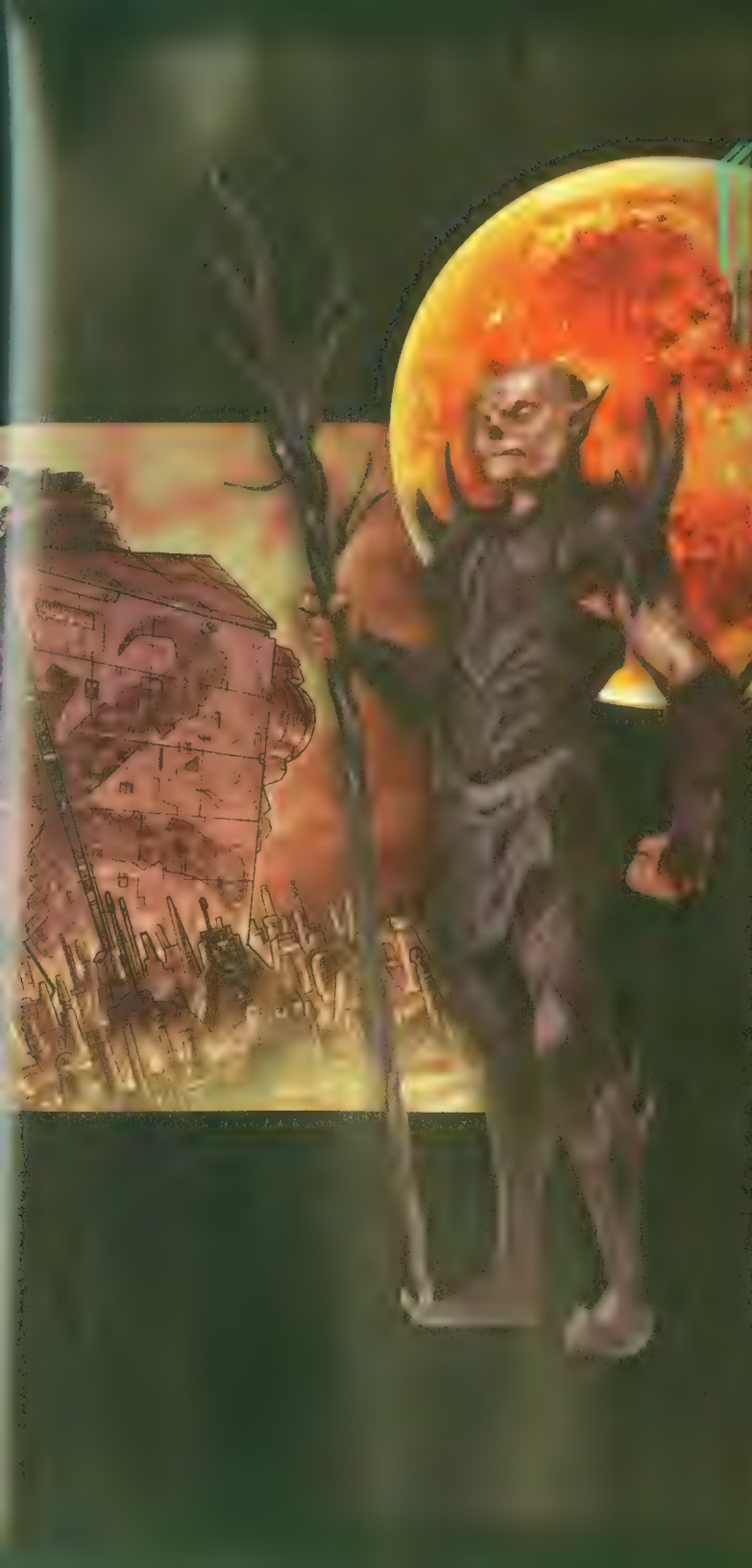
Gravity mines have Reflex Defense 12, 20 hit points, and Damage Threshold 10. Magnetic gravity mines also have a grapple modifier of +10; when a ship enters a magnetic gravity mine's space, it makes a free grapple attempt against that ship's Reflex Defense, and if successful, it attaches itself to the target ship. An attached magnetic gravity mine cannot be targeted by the ship it is attached to.

EMPLACEMENT

WEAPON	DAMAGE	POINTS	AVAILABILITY	COST
Gravity mine launcher	—	2	Military	5,000
Gravity mine, standard	—	—	Military	1,000
Gravity mine, magnetic	—	—	Military	4,000

CHAPTER XI THE FRINGE





Living on the fringe of society is never easy. However, in the Legacy era, fringes are particularly rough and dangerous. The fringe has become home to some unlikely inhabitants, including beings who have fallen out of favor with the Empire and Jedi on the run from the Sith. The fringe is a dangerous, murky place where the laws of the Empire are conveniently overlooked and almost anything—or anyone—can be bought for a price. It is a good place to hide from major enemies, provided your contacts don't sell you out. It is a good place to gain access to forbidden weapons, technology, or secret knowledge. If you're willing to take risks, you can make enormous profits, assuming your employer doesn't cheat you, you keep your guard up, and your allies remain loyal.

REMNANTS OF THE JEDI ORDER

The Jedi Order lies in ruins. Not since the Dark Times have the Jedi been so close to extinction. The Sith-Imperial War concludes with the Sith ruling the galaxy and the fall of the Jedi Temple on Coruscant. Imperial forces led by the Sith attack the Jedi Academy on Ossus. Most of the Jedi Masters, Knights, and Padawans on Ossus are killed, along with the Yuuzhan Vong who tend the planet's terraforming project. Among the dead are Kol Skywalker and, many presume, his son Cade. A few Jedi flee Ossus, scatter across the galaxy, and go into hiding. While the exact number of survivors is impossible to ascertain, some speculate that as much as half of the Jedi Order survives the massacre.

Prior to the Sith-Imperial War, the Jedi had championed the use of Yuuzhan Vong biotechnology to rehabilitate worlds ravaged during the Yuuzhan Vong invasion. Ossus served as the primary test case. Unfortunately, the Sith secretly sabotage the effort in order to turn the galaxy against the Yuuzhan Vong, the Jedi, and the Galactic Alliance. A few Yuuzhan Vong avoid the attack on Ossus and remain hidden there for many years afterward. They investigate the source of the Sith sabotage and protect Jedi artifacts from pirates and thieves.

Seven years after the massacre on Ossus, Jedi Master Wolf Sazen and Jedi Knight Shado Vao search for Cade Skywalker, whom Wolf believes is still alive. They succeed in finding the troubled Skywalker and try to convince him to return to the Jedi Order. Thanks to a vision he receives, Sazen believes Skywalker could be a rallying point for all Jedi. Others are less optimistic about Skywalker's future. Ultimately, Cade asks to restart his training, and Wolf obliges. During this time, they discover the Yuuzhan Vong shaper Nei Rîn and her protectors hidden well below the Ossus academy. Master K'Kruhk is given custody of the surviving Jedi artifacts that the Yuuzhan Vong had protected for so many years.

Cade's training is incomplete when he rushes off to save Hosk Trey'lis from the Sith, attempting to break him out of the Sith temple on Coruscant. As Wolf and the others await Cade's return, Imperial forces return to investigate the ruined academy. Unable to locate the surviving Jedi, a suspicious Sith commander orders the complete destruction of the academy ruins by orbital bombardment.

As for those Jedi scattered throughout the galaxy, most remain hidden. Gathering in large groups draws the attention of the Sith. Jedi influence is weak. They know they must rebuild their Order before they can be of any use to the galaxy as a whole. Wolf Sazen believes that Cade Skywalker is the key to their revival and future success.

Skywalker is not the only hope, however. At the beginning of the Sith-Imperial War, Kol Skywalker orders the creation of a secret Hidden Temple. Unfortunately, it is incomplete when the Ossus massacre occurs. Very few Jedi know of its existence. However, a Jedi Council of three masters know and control the Hidden Temple: Master Tili Qua and two of the oldest surviving Masters, K'Kruhk and T'ra Saa. They secretly work to bring other Jedi to the temple and have located some Masters, a few Jedi Knights, and many younglings and Padawans.

HOSK TREY' LIS

Hosk Trey'lis, a Bothan Jedi healer, works with Kol Skywalker and the Yuuzhan Vong to terraform the ravaged planet of Ossus. An atypical Bothan in many respects, Hosk values healing, patience, and communing with the Force far more than the political scheming or spying that many of his species hold in high regard. Hosk avoids the Ossus massacre and goes into hiding. Years later, he unknowingly and accidentally runs into Cade Skywalker, Jariah Syn, and Deliah Blue. Although he suspects Cade was a Jedi, he does not recognize the young Skywalker. Cade, in an attempt to hide his true self from his companions, turns Hosk over to the bounty hunter's guild for one of the standing bounties on Jedi.

Darth Krayt takes a personal interest in Hosk's healing abilities, and an even greater interest in the possibility that Hosk might be used to draw Cade to the Sith Lord. Although Cade eventually enters the Sith temple to rescue Hosk, he is ultimately unable to do so. In a dramatic encounter, Darth Krayt kills Hosk in an attempt to turn Cade to the dark side. Hosk, however, is not so easily defeated. He forgives Cade and even seeks Cade's forgiveness for failing to withstand Sith interrogation. A peaceful healer to the end, his body disappears, and he becomes a Force spirit.

Hosk Trey'lis

Medium Bothan Jedi 7/noble 2/Jedi Knight 1

Destiny 2; **Force** 5

Init +7; **Senses** Perception +12

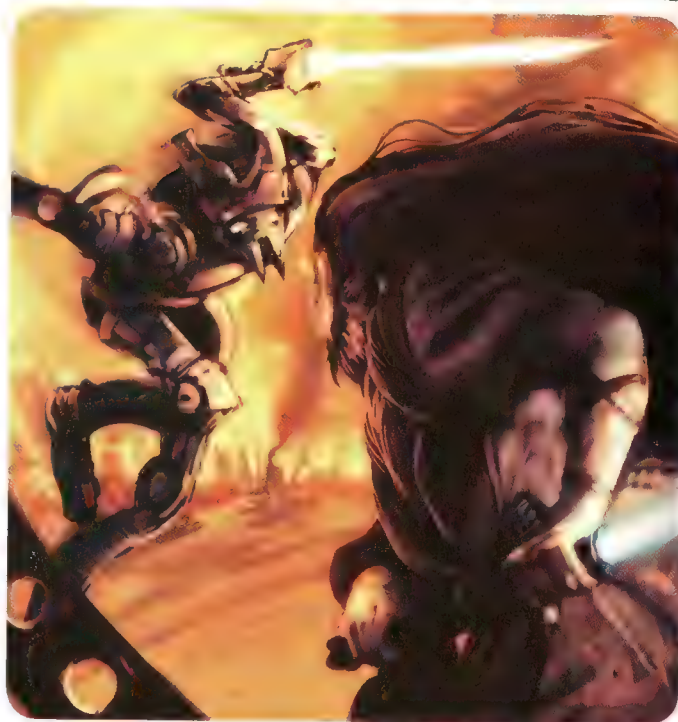
Languages Basic, Bocce, Bothan, Yuuzhan Vong

Defenses Ref 24 (flat-footed 21), Fort 22, Will 26

hp 76; **Threshold** 22

CL 10

HOSK TREY' LIS FENDS OFF AN AGGRESSOR-SERIES BATTLE DROID.



Speed 6 squares

Melee lightsaber +11 (2d8+6) or

Melee unarmed +10 (1d6+6)

Ranged by weapon +10

Base Atk +9; **Grp** +10

Special Actions Adept Negotiator, Clear Mind, Skilled Adviser, Elusive Target, Force Focus

Force Powers Known (Use the Force +17): *Force thrust* (2), *move object*, *rebuke*, *vital transfer* (2)

Force Techniques Force Power Mastery (*vital transfer*)

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 15, Cha 14

Talents Adept Negotiator, Bolster Ally, Clear Mind, Skilled Adviser, Elusive Target, Force Focus

Feats Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Gather Information, Treat Injury, Use the Force), Skill Training (Gather Information, Treat Injury), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Gather Information +17, Knowledge (life sciences) +17, Perception +12, Treat Injury +17, Use Computer +12, Use the Force +17

Possessions lightsaber, Jedi robes, comlink



KOL SKYWALKER

Kol Skywalker, a direct descendent of Anakin and Luke Skywalker, serves on the Jedi Council prior to the collapse of the Galactic Alliance. He is a vocal proponent for assimilating the Yuuzhan Vong into galaxy society, and works with them to restore worlds damaged during the Yuuzhan Vong invasion. He champions the Ossus Project and works closely with Yuuzhan Vong shapers to repair the planet.

Although he lives by the Jedi Code, Kol's life is unconventional in many respects. He falls in love and briefly marries an Imperial agent named Morrigan Corde, but she leaves him shortly after the birth of their son, Cade. He dislikes politics, becoming involved only when absolutely necessary. He prefers working and remaining at the Jedi temple on Ossus. When war breaks out between the Empire and Galactic Alliance, he argues that defending the peace is preferable to winning the war.

Kol is killed in the Ossus massacre. He falls while fighting off a torrent of Sith attackers, including Darth Nihil. His death enables other Jedi to escape, including Jedi Master Wolf Sazen, Cade Skywalker, Shado Vao, and many younglings and Padawans.

Kol Skywalker

Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2

Destiny 2; **Force** 7, Strong in the Force

Init +15; **Senses** Use the Force +20

Languages Basic, Bocce, Huttese

Defenses Ref 31 (flat-footed 27), Fort 28, Will 25; Block, Deflect
hp 116; **Threshold** 28

Speed 6 squares

Melee lightsaber +18 (2d8+8) or

Melee lightsaber +16 (3d8+8) with Rapid Strike or

Melee lightsaber +15/+15 (2d8+8) with Dual Weapon Mastery I or

Melee lightsaber +13/+13 (3d8+8) with Dual Weapon Mastery I and
Rapid Strike or

Melee unarmed +15 (1d6+8)

Ranged by weapon +17

Base Atk +14; **Grp** +17

Atk Options Dual Weapon Mastery I, Severing Strike

Special Actions Force Perception, Redirect Shot

Force Powers Known (Use the Force +20): *battle strike, farseeing, Force thrust, mind trick, move object, rebuke (2), surge, vital transfer*

Force Secrets Quicken Power

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 13, Dex 16, Con 13, Int 14, Wis 15, Cha 16

Special Qualities fearless, serenity

Talents Block, Deflect, Force Perception, Force Pilot, Greater

Weapon Focus (lightsabers), Redirect Shot, Multiattack Proficiency, Severing Strike

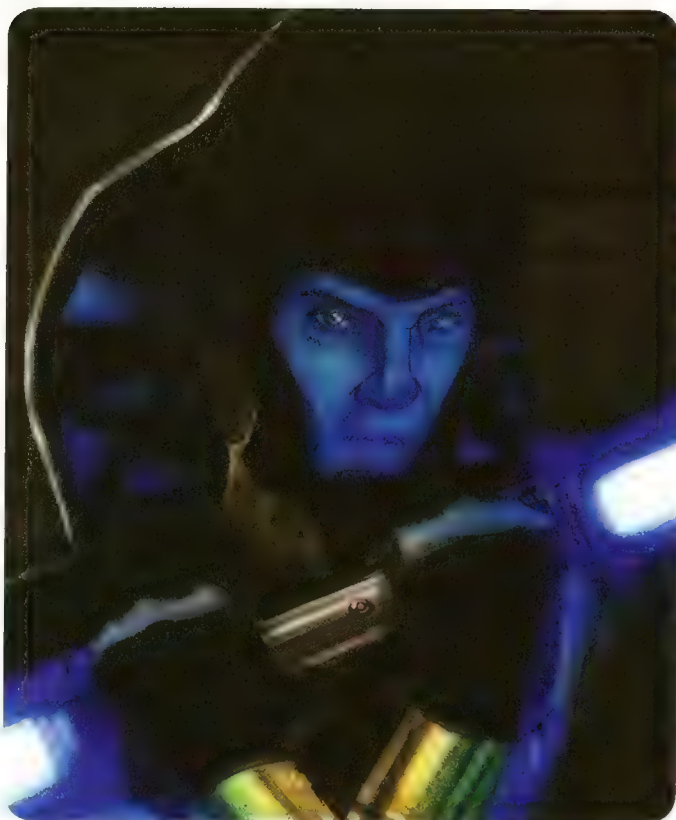
Feats Dual Weapon Mastery I, Force Sensitivity, Force Training (3),

Martial Arts I, Strong in the Force, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +15, Initiative +15, Knowledge (galactic lore) +14, Mechanics +14, Use the Force +20

Possessions lightsaber (self-built), Jedi robes, comlink

"I AM KOL
SKYWALKER,
SERVANT OF THE
LIVING FORCE.
NONE OF YOU
WILL PASS!"
-KOL SKYWALKER



SHADO VAO

Shado Vao survives the Ossus massacre by piloting a shuttle carrying the last Jedi survivors, including many Padawans and Jedi Master Wolf Sazen. Years later, he joins Master Sazen in a search for Sazen's former Padawan, and Shado's childhood friend, Cade Skywalker. Ensuing adventures and skirmishes with the Sith give Shado Vao many opportunities to display his prowess with the double-bladed lightsaber.

Shado is calm and cool even in the heat of battle, and often engages his enemy in a verbal duel as well as a physical one. He is glad to see Cade return to further his Jedi training, but he is wary of how close to the dark side Skywalkers often tread. Shado has vowed to kill Cade, should he ever turn to the dark side.

Shado Vao

Medium Twi'lek Jedi 7/Jedi Knight 3

Destiny 2; Force 5

Init +8; **Senses** low-light vision; **Use the Force** +17

Languages Basic, Ryl, Hutttese

Defenses Ref 25 (flat-footed 22), Fort 26, Will 24

hp 100; **Threshold** 26

Speed 6 squares

Melee lightsaber +12 (2d8+7) or

Melee double-bladed lightsaber +9/+9 (2d8+7) with Dual
Weapon Mastery I

Ranged by weapon +13

Base Atk +10; **Grp** +13

Atk Options Running Attack

Special Actions Block, Deflect, Force Focus, Force Perception

Force Powers Known (Use the Force +17): *battle strike*, *farseeing*,
Force thrust (2), *mind trick*, *move object*, *rebuke* (2), *surge*

Force Techniques Force Point Recovery

Abilities Str 13, Dex 16, Con 14, Int 12, Wis 14, Cha 15

Special Qualities deceptive

Talents Block, Deflect, Force Focus, Force Perception, Multiattack
Proficiency (lightsabers), Visions

Feats Dual Weapon Mastery I, Force Sensitivity, Force Training
(3), Running Attack, Skill Focus (Use the Force), Weapon Focus
(lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Pilot +13, Use the Force +17

Possessions double-bladed lightsaber, Jedi robes

WOLF SAZEN

Jedi Master Wolf Sazen is Kol Skywalker's apprentice before becoming Cade Skywalker's master and teacher. A follower of the living Force, Sazen is serious, thoughtful, and forward-thinking. Sazen believes his own destiny to be tied closely with that of his apprentice, Cade. The young Padawan first displays his amazing yet disturbing healing ability to bring Sazen back from the brink of death at the Ossus massacre.

Sazen loses his right arm fighting Darth Nihil on Ossus. He elects not to replace the lost arm, and instead retracts himself to use his left arm instead. His "empty sleeve" serves as a reminder to the Sith that, no matter what the cost, the Jedi will continue to fight them.



Seven years after Ossus, Sazen calls some of the remaining Jedi together in an effort to convince them to help search for Cade. He believes that Cade is the secret to restoring the Jedi Order and defeating the Sith. The meeting is interrupted by the Sith, but it convinces Shado Vao to join Master Sazen in the effort. The two travel for some time and eventually locate Cade. At the young Skywalker's request, Master Sazen restarts his training. The training ends abruptly when the emotional and unstable Cade rushes off to save Hosk Trey'lis from the Sith.

Wolf Sazen

Medium Zabrak Jedi 7/Jedi Knight 6/Jedi Master 2

Destiny 3; **Force** 7

Init +14; **Senses** Use the Force +19

Languages Basic, Hutttese, Ryl, Zabrak

Defenses Ref 31 (flat-footed 28), Fort 28, Will 32; **Block**, **Deflect**, **Dodge** hp 107; **Threshold** 28

Speed 6 squares

Melee lightsaber +17 (2d8+7)

Ranged by weapon +16

Base Atk +15; **Grp** +17

CL 15

Special Actions Combat Reflexes, Equilibrium, Force Fortification, Force Perception, Mobility, Quick Draw, Skilled Adviser, Elusive Target

Force Powers Known (Use the Force +19): *farseeing*, *Force thrust*, *mind trick*, *move object*, *rebuke*, *surge*, *vital transfer* (2)

Force Secrets Quicken Power

Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 16, Cha 14

Special Qualities fearless, serenity

Talents Block, Deflect, Equilibrium, Force Fortification, Force Perception, Skilled Adviser, Elusive Target, Visions

Feats Combat Reflexes, Dodge, Force Sensitivity, Force Training (2), Mobility, Quick Draw, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +14, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +10 (may reroll), Use the Force +19

Possessions lightsaber, Jedi robes, comlink

THE UNDERWORLD

Not since the Dark Times has the underworld seen such an influx of beings from all walks of life. The collapse of the Galactic Alliance and the cruelty of the new Sith-led Empire have forced many to flee to backwater planets and join organizations where nobody asks too many questions. Though the fringe and the underworld go hand-in-hand, they are not universally the same thing. Those who inhabit the fringe are, more often than not, the type of people that don't like a lot of government or other interference, but they generally shy away from criminal activity. However, those in the underworld are almost always involved in some type of illegal activity.

BLACK SUN

The legendary criminal syndicate Black Sun has reinvented itself many times over the centuries. For such a powerful criminal empire, Black Sun manages to remain relatively obscure, despite its extensive reach. Throughout most of its history, Black Sun's secrecy has been integral to its success. However, these days, secrecy is not always of prime concern to some of its leaders. In some Outer Rim systems and other isolated areas, the syndicate openly displays its logo on ships and vehicles, largely in an effort to intimidate rivals and victims.

Black Sun's internal structure remains virtually unchanged from previous eras. Powerful crime lords, called Vigos, run the organization in groups largely divided by region or sector. Each Vigo controls the syndicate's criminal activities in his or her designated territory. However, Vigos in the Legacy era act with far more autonomy than the Vigos of previous eras. They engage in their own schemes, which range from petty extortion to massive fraud against the major governments and extensive smuggling operations between

the warring Empires. However, as in the past, the exact reach or extent of resources available to the syndicate is extremely difficult to determine, even by the Vigos themselves, who get along just well enough to benefit from their association.

Black Sun's resources include fleets of gunships, squadrons of starfighters, flights of speeder bikes, and the occasional larger warship. The Vigos have individual agents, capable pilots, and considerable muscle at their disposal. The organization's influence extends into much of the underworld and a fair number of planetary governments, though Black Sun's stranglehold over key worlds has been temporarily diminished by the resurgent Sith Empire.

Black Sun Thug

CL 2

Medium Human nonheroic 6

Dark Side 4

Init +5; **Senses** Perception +7

Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 13, Will 9

hp 21; **Threshold** 13

Speed 6 squares

Melee knife +5 (1d4+1)

Ranged heavy blaster pistol +6 (3d8) or

Ranged blaster rifle +6 (3d8)

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot^H

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light, medium), Point Blank Shot^H, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Perception +7^H, Pilot +10

Possessions battle armor, blaster rifle, heavy blaster pistol, knife, swoop bike

H Human bonus feat or trained skill.

Black Sun Lieutenant

CL 7

Medium Human noble 3/scoundrel 4

Force 3; **Dark Side** 4

Init +10; **Senses** Perception +9

Languages Basic, Bocce, Durese, Huttese

Defenses Ref 21 (flat-footed 19), Fort 19, Will 20

hp 53; **Threshold** 24

Speed 6 squares

Melee knife +6 (1d4+4)

Ranged heavy blaster pistol +8 (3d8+3)

Base Atk +5; **Grp** +7

Atk Options Deadeye, Point Blank Shot, Precise Shot

Special Actions Combat Reflexes^H, Inspire Confidence, Disruptive, Coordinate, Hyperdriven, Walk the Line, Vehicular Combat

Abilities Str 13, Dex 15, Con 14, Int 13, Wis 12, Cha 12

Talents Inspire Confidence, Disruptive, Coordinate, Hyperdriven, Walk the Line

Feats Combat Reflexes^H, Deadeye, Improved Damage Threshold, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Gather Information +9, Initiative +10, Perception +9, Persuasion +9, Pilot +10, Treat Injury +9^H, Use Computer +9

Possessions heavy blaster pistol, knife, encrypted comlink, encrypted datapad, medpac, credit chip

H Human bonus feat or trained skill.

Black Sun Vigo

CL 14

Medium Human noble 7/crime lord 7

Destiny 2; **Force** 7; **Dark Side** 8

Init +19; **Senses** Perception +20

Languages Basic, Bocce, Durese, Huttese, Ryl, Sullustese, Zabrak

Defenses Ref 22 (flat-footed 20), Fort 19, Will 25; Dodge^H

hp 85; **Threshold** 19

Speed 6 squares

Melee unarmed +10 (1d4+7)

Ranged modified heavy blaster pistol +12 (3d8+9) or

Ranged hold-out blaster pistol +12 (3d4+7)

Base Atk +10; **Grp** +11

Atk Options Point Blank Shot, Precise Shot

Special Actions Impel Ally I, Impel Ally II, Inspire Confidence, Inspire Haste, Presence, Quick Draw, Notorious

Abilities Str 10, Dex 15, Con 13, Int 16, Wis 16, Cha 17

Special Qualities Inspire Fear I, Inspire Fear II, Inspire Fear III, Shared Notoriety

Talents Connections, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Inspire Confidence, Inspire Haste, Presence, Notorious, Shared Notoriety

Feats Dodge^H, Improved Defenses, Linguist, Quick Draw, Point Blank Shot, Precise Shot, Skill Focus (Deception, Initiative, Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +20, Gather Information +15, Initiative +19, Knowledge (galactic lore) +15, Mechanics +15, Perception +20, Persuasion +20, Pilot +14, Treat Injury +15^H, Use Computer +15

Possessions modified heavy blaster pistol (+2 damage), hold-out blaster pistol, encrypted comlink, encrypted datapad, multiple credit chips

H Human bonus feat or trained skill.

BROGAR'S CANTINA AND SAFE HOUSE

Located on the planet Lok (see page 109), Brogar's Cantina has a well-deserved reputation in the underworld as a safe house for criminals on the run. The cantina's decrepit neighborhood and seedy countenance mask its true business. Brogar usually charges a fee for protection, negotiated between the individual seeking sanctuary and either Brogar or his trusted doorman. Although most patrons believe otherwise, protection is not guaranteed. Although he sometimes goes out of his way to prevent anyone from being forcibly removed from the premises, at least by outsiders, Brogar bends to the will of some of the more powerful crime lords or to threats of Imperial intervention.

Brogar's Cantina is also the place to meet freighter pilots willing to transport passengers or cargo from Lok, with no questions asked. Brogar has even been known to arrange such meetings, for the right price. However, he makes no effort to get involved in every transaction, nor does he want to know about the majority of them.

NEW SPECIES: ADVOZSE

The Advozse come from the geologically unstable world of Riflor. Three suns exert tremendous gravitational stress on the planet, and the Advozse evolved to become both survivors and tremendous pessimists. They don't trust easily, and they prepare for the worst while striving for the best realistic possible outcome.

Advozse are hairless, pug-faced beings with thick skin that ranges from yellow to ruddy brown. An Advozse's eyes are large and black, and its ears are pointed. A prominent black horn protrudes from the top of the Advozse's head.

Advozse Species Traits

All Advozse share the following traits:

Ability Modifiers: -2 Dexterity, +2 Constitution, +2 Wisdom.

Medium Size: As Medium creatures, Advozse have no special bonuses or penalties due to their size.

Speed: 6 squares.

Heightened Awareness: An Advozse can choose to reroll any Perception check, but the result of the reroll must be accepted even if it's worse.

Low-Light Vision: Advozse ignore concealment (but not total concealment) from darkness.

Natural Armor: Advozse have a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Languages: Advb and Basic.

Brogar's security is excellent. A door attendant mans the electronic eye and entry intercom at all times, and Brogar uses powerful Z65 patrol guard droids (see page 73) and a few bouncers to enforce his policies. Local authorities avoid the place, either due to its reputation or because they are paid well to do so.

Brogar

Brogar is the owner of his own cantina on the planet Lok. His cantina doubles as a safe house for criminals, including those running from the Empire or from other criminals. Brogar is tough and smart, and he knows when to back down from a fight, especially to protect his cantina.

Credits are key to getting along with Brogar. He also works to maintain good relations with influential crime lords. While he tolerates almost anyone entering the cantina for business, he fears Imperial interference and angering the wrong people.

CL 5

Brogar

Medium Advozse scoundrel 5

Force 2; **Dark Side** 2

Init +3; **Senses** low-light vision; **Perception** +8

Languages Basic, Huttese

Defenses Ref 19 (flat-footed 18), Fort 16, Will 18

hp 32; **Threshold** 16

Speed 6 squares

Melee unarmed +3 (1d4+2)

Ranged blaster pistol +5 (3d6+2)

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Special Actions Disruptive, Knack, Walk the Line

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 12

Talents Disruptive, Knack, Walk the Line

Feats Improved Defenses, Point Blank Shot, Precise Shot, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +8, Gather Information +8, Knowledge (social sciences) +9, Perception +8, Persuasion +8

Possessions blaster pistol, comlink

"WHAT PART OF
'SAFE HOUSE'
DO YOU NOT
UNDERSTAND?"

-BROGAR

THE CRIMSON AXE

The *Crimson Axe* is a formidable pirate vessel captained by the notorious Feeorin pirate, Rav. The ship has a distinctive vertical configuration, with massive angled hull plating recalling the shape of a primitive axe head—thus its name. Atop this massive structure sit the command and control decks. The armored hull not only protects the ship from attack but also gives it a devastating ramming capability that tears and punctures lightly armored freighters or lesser military craft.

Several hangars allow fighters, freighters, and other craft to dock or be brought aboard. The main hangar is located at the front of the vessel, protected by huge armor-plated doors. Several smaller hangars are located on the decks below the main engines, with their entrances facing aft. The ship is also outfitted with a tractor beam to pull debris and disabled craft aboard.

Rav's ship and most of his vile crew bears the Bloody Bones symbol, a distinctive, red X-shaped mark that immediately identifies them as dangerous, brutal, and self-serving pirates. For many years, they boldly attack ships and settlements throughout the Outer Rim and other regions of the galaxy. They are opportunistic and operate anywhere that might provide them with credits, goods, or ransom payments.



THE CRIMSON AXE

During the war between the Galactic Alliance and the Empire, the *Crimson Axe* ransacks defeated bases and settlements, or occasionally sifts through the debris fields of massive space battles. The crew delights in easy pickings and quick scores. One of the ship's greatest achievements is the sacking of the Jedi temple on Ossus, two days after it falls to Sith and Imperial forces.

The defeat of the Galactic Alliance and the reemergence of the Empire under Sith control makes piracy more difficult. At the end of the war, the *Crimson Axe* is forced to return to its earlier ways, though it occasionally benefits from the ongoing battles between the Sith Empire and its enemies. Eventually, Rav decides that there is better and easier money to be made in bail bonds and acting as a coordinator for bounty hunters.

Rav turns the ship into his base of operations on Socorro, dropping the tall, pointed vessel into a massive, ancient sarlacc pit in an outcropping above the Killee Wasteland. From its high perch, it overlooks the vast black sands of the surrounding landscape. The ship towers over the small city of Killee-Kor, built throughout the rocky cliffs and mesas long ago. Like many settlements on Socorro, Killee-Kor is a haven of underworld activity and home to hundreds of fringe-dwellers.

Bounty hunters and less savory individuals often visit the *Crimson Axe* to confer with Rav. The pirate promotes the idea that the ship is still operational, and could leave at his command, but many speculate that it has become a permanent fixture of the Killee Wasteland.

Crimson Axe

CL 17

Colossal (frigate) capital ship

Init +1 (–2 while grounded); **Senses** Perception +8

Defenses Ref 14* (flat-footed 11*), Fort 35; +11 armor

hp 790; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 3 squares (starship scale)

Ranged 1 turbolaser batteries +13** (see below) and

2 point-defense laser cannon batteries +13 (see below) and

1 tractor beam batteries +7** (see below)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +5; **Grp** +50

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 60, Dex 16, Con —, Int 14

Skills Initiative +1 (–2 while grounded), Mechanics +8, Perception +8, Pilot +1, Use Computer +8

Crew 550 (expert); **Passengers** 150 (prisoners)

Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** 2 shuttles, 1 light freighter, 12 starfighters

Hyperdrive ×2 (backup ×12), navicomputer

Availability Military; **Cost** not available for sale

* While grounded and immobile, the ship has Ref 11 (flat-footed 9).

** Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (4 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 4d10x5

Point-defense laser cannon battery (4 gunners)

Atk +13 (+8 autofire), Dmg 2d10x2

Tractor beam battery (gunner)

Atk +7 (-13 against targets smaller than Colossal),

Dmg — (grapple +50)

USING THE CRIMSON AXE

For campaigns featuring fringe or underworld adventures, the *Crimson Axe* provides many opportunities. If the adventure is set in the early years of the Legacy era, Rav and his pirates are still active and might be found virtually anywhere. They could attack the heroes' ship or settlement. The bold pirates might even target lightly armed Galactic Alliance ships or locations. On the other hand, if the player characters are less than heroic, they might join the pirate crew for a time.

If the campaign is set after Rav has settled down on Socorro, the *Crimson Axe* could be used as a base of operations for up-and-coming bounty hunters and other underworld fringers. Even if the characters do not operate directly out of the ship, they might stop by occasionally to pick up new instructions or collect on bounties. They could work directly for Rav, or Rav might take a cut of their spoils serving as an intermediary between the heroes and various underworld organizations. The heroes might even attempt to infiltrate the *Crimson Axe*, in an attempt to free a captured friend or at the behest of another patron.

Dealing with Rav is always risky. The scheming Feeorin works hard to keep his underlings and associates under his thumb. Bounty payoffs are high, but Rav charges extra fees whenever he can, especially when the characters are in need of additional services. Rav can arrange docking privileges, either on the *Crimson Axe* or at docking bays within Killee-Kor, as well as provide parts, repair services, supplies, death sticks, spice, or virtually anything else that the characters might request—but always at a significant fee. He will even offer badly needed or desired items on credit, just to keep his associates in his debt. In this case, the more expensive, the better.

Rav's associates are an everchanging court of scoundrels, killers, bounty hunters, pirates, and general lowlifes. Consider using or adapting any of the thugs or similar characters found within this chapter to fill out Rav's court and followers.



RAV

Rav is a pirate-turned-bounty hunter who runs his own bounty clearinghouse. He is tough, nasty, controlling, and manipulative. He constantly schemes to keep his associates and underlings in his debt, and therefore under his control. Years of successful piracy have granted him untold numbers of credits, as well as connections with thousands of criminals, from powerful crime lords to petty thieves. The Feeorin's reputation instills fear throughout the underworld, and his reach extends from the Outer Rim to the lowest levels of Coruscant. Most lesser criminals, and even many crime lords, will not intentionally cross Rav without due cause. A few even contract their bounties through him, for an additional fee, of course.

Rav is massive and a very strong. Early in his pirate career, he lost the lower part of his right leg fighting with a rival. As usual, Rav came out on top, killing his opponent in the fight. His lost leg was replaced with a cybernetic attachment resembling a mechanical clawed talon. He lost his left eye in

a boarding action. This he replaced with a cybernetic implant that appears to be a diseased or damaged eye, leaving his opponents to believe that his eyesight is diminished on that side. The eye is further highlighted by a pale X-shaped tattoo center directly on it. As is the case with all of his pirates, Rav sports a scar-covered Bloody Bones tattoo on his left shoulder.

Rav deals with nearly anyone, especially those he can exert control over. He has contacts at the highest levels of the Sith Empire—including Darth Maladi and Moff Nyna Calixte—mainly to deal with the ever-increasing bounty on Cade Skywalker, one of Rav's former crewmen. Rav remains at odds with his ex-crewman, but if he can make some credits off of him, so be it.

Rav

CL 12

Medium Feeorin noble 5/scoundrel 3/crime lord 4

Destiny 2; Force 6; Dark Side 14

Init +13; Senses low-light vision; **Perception +18**

Languages Basic, Bocce, Feeorin, Gamorrean, Huttese, Rodese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 24), Fort 25, Will 29

hp 73; Threshold 30

Speed 6 squares

Melee unarmed +9 (1d6+8)

Ranged heavy blaster pistol +9 (3d8+6)

Base Atk +7; Grp +9

Atk Options Point Blank Shot, Precise Shot

Special Actions Bolster Ally, Ignite Fervor, Inspire Confidence, Inspire Fear I, Knack, Notorious

Abilities Str 15, Dex 14, Con 12, Int 14, Wis 15, Cha 16

Special Qualities brutal, command cover +2, inborn resilience

Talents Bolster Ally, Ignite Fervor, Inspire Confidence, Inspire Fear I, Inspire Fear II, Inspire Fear III, Knack, Notorious

Feats Armor Proficiency (light), Improved Damage Threshold, Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Deception, Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +19, Gather Information +14, Initiative +13, Knowledge (galactic lore) +13, Perception +18, Persuasion +19, Pilot +13, Use Computer +13

Possessions heavy blaster pistol, prosthetic leg, cybernetic eye (low-light vision), encrypted datapad, encrypted comlink, credit chips, death sticks

RIK'S CANTINA

Rik's Cantina is a well-known Coruscant underworld bar and meeting place. Located near the government districts, Rik's is hidden deep in the lower levels of the city-planet. Even approaching the dive is dangerous, especially if one takes a route through the failed Yuuzhan Vong terraforming areas, where the Vongspawn survivors eke out a meager existence (see page 217). Even close to the cantina, those traveling alone or who appear to be weak become targets for local gangs and thugs looking for a quick score of credits.

Despite its rough neighborhood, or perhaps because of it, Rik's is very popular. Virtually any drink or other recreational activity can be found here, for a price. While that alone would make the place popular locally, what really draws offworlders is the quality of the information trade and excellent connections that can be found here. It is also well known that fighting is not allowed, making it a safe place to talk, unlike the surrounding area.

The cantina's owner, a Hutt named Queen Jool, makes this all possible. She facilitates much of the information trade herself. She takes every opportunity to obtain new information, whether that means gathering it through spies, exchanging it for other information, or simply bargaining for it. Any information she obtains goes into her extensive database. Even when she's not actually in the cantina itself, Queen Jool is usually available, as she lives in a swamp situated under the premises.

QUEEN JOOL

Queen Jool is the current owner of Rik's Cantina, a cantina in the lowest levels of Coruscant. It's a sign of how different times are in this era, that a Hutt can live—and would want to live—on Coruscant. Her highly effective information brokerage service is powered by a massive database, where she keeps all of the information she gathers from her customers and contacts. She readily and easily accesses her database through a cybernetic implant that replaces her left eye, which she lost years ago to a disgruntled client. Her trademark bejeweled implant reflects her self-selected name.

Queen Jool is reputed to be an honest broker. She knows her information must be reliable and she must be sincere to keep the customers coming in, and, more importantly, keep them willing to pay her. Her vast database also ensures a lot of repeat business. She carefully guards its physical location, and its security protocols are extensive. Customized hardware is required to access and decrypt its transmissions.

Queen Jool is quite happy to facilitate meetings, but limits her direct involvement in her customers' business in order to remain something of a neutral third party. However, she does have her favorites, for whom she is willing to go the extra mile. Ever the eager hostess, she makes sure that many of her customers believe that they are among her favorites, whether or not they actually are.



Queen Jool

Large Hutt noble 3/scoundrel 3/scout 3

Destiny 1; **Force** 4; **Dark Side** 3

Init +3; **Senses** Perception +16 (may reroll)

Languages Basic, Bocce, Bothese, High Galactic, Huttese, Shyriiwook

Defenses Ref 20 (flat-footed 19), Fort 22, Will 24 (+5 when opposing

Use the Force checks); supreme stability

hp 58; **Threshold** 32

Speed 2 squares

Melee unarmed +7 (1d6+5)

Ranged by weapon +5

Base Atk +6; **Grp** +12

Atk Options Point Blank Shot, Precise Shot

Special Actions Gimmick, Knack

Abilities Str 13, Dex 8, Con 13, Int 13, Wis 15, Cha 12

Talents Acute Senses, Connections, Educated, Gimmick, Knack,
Social Engineering

CL 9

Feats Improved Defenses, Improved Damage Threshold, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Knowledge [galactic lore], Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10, Gather Information +14, Knowledge (galactic lore) +15, Knowledge (social sciences) +10, Perception +16 (may reroll), Persuasion +15 (may reroll, keeping the better result), Stealth -2, Use Computer +15

Possessions cybernetic eye (computer link to private database), comlink

JAK

Jak is Queen Jool's personal bodyguard and an enforcer for Rik's Cantina. The Nautolan is completely loyal to the Hutt and is such a fixture in the cantina that those who deal with Queen Jool regularly almost forget he's there, observing and working in the background. At her command, he deals with any threat or anyone causing her trouble, usually by tossing them unceremoniously out the front door of the cantina. Jak is strong but silent, quite willing to play the part of hired muscle who's paid not to think too much. His first priority is protecting Jool, so he keeps a watchful eye over the entire room, especially when unfamiliar clients are present.

Jak

Medium Nautolan soldier 6

Force 3; **Dark Side** 3

Init +14; **Senses** low-light vision; Perception +14

Languages Basic, Nautolan

Defenses Ref 19 (flat-footed 18), Fort 21, Will 18

hp 64; **Threshold** 21

Speed 6 squares

Melee unarmed +8 (1d6+3)

Ranged blaster pistol +7 (3d6+3)

Base Atk +6; **Grp** +10

Atk Options Pin, Throw

Special Actions Draw Fire, Harm's Way

Abilities Str 14, Dex 13, Con 14, Int 9, Wis 12, Cha 10

Talents Expert Grappler, Draw Fire, Harm's Way

Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Pin, Skill Focus (Initiative, Perception), Throw, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +14, Perception +14, Use Computer +7

Possessions blaster pistol, comlink

CL 6

FINN

Finn is the head bartender and chief enforcer of Rik's Cantina, though most newcomers would hardly believe so. Finn is aloof, seemingly detached, and often appears unfazed by anything that happens in the cantina. Despite his demeanor, Finn is a skilled bouncer and brawler. He defends the place efficiently, and often in subtle ways. More than one disruptive guest has found that the "free drink" Finn offered up to quell an ugly situation turned out to contain a tranquilizer or similar additive. Finn is equally capable of taking down a troublemaker with his blaster or even his bare hands, remaining calm and collected all the while.

Finn

CL 5

Medium Sakiyan scoundrel 4

Force 2; **Dark Side** 1

Init +8; **Senses** darkvision; **Perception** +8

Languages Basic, Sakiyan

Defenses Ref 18 (flat-footed 16), Fort 14, Will 16

hp 29; **Threshold** 14

Speed 6 squares

Melee unarmed +3 (1d6+2) or

Melee stun baton +3 (2d6+2 stun)

Ranged heavy blaster pistol +5 (3d8+2)

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot, Pin

Special Actions Sneak Attack, Walk the Line

Abilities Str 11, Dex 12, Con 10, Int 12, Wis 12, Cha 13

Talents Sneak Attack, Walk the Line

Feats Point Blank Shot, Precise Shot, Martial Arts I, Pin, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +8, Initiative +8, Perception +8, Persuasion +8

Possessions heavy blaster pistol, comlink, tranquilizer drops (1d20+5 vs. Fortitude Defense; on a hit, the target moves -1 step down the condition track; make a new attack roll each round until the target is cured with DC 20 Treat Injury check).

NEW SPECIES: SAKIYAN

Sakiyans hail from the tropical world of Saki, located in Hutt Space. Their acute senses and high-supernatural perception evolved from a need to survive the fierce predators of their homeworld.

Sakiyans are hairless, and their skin color ranges from jet-black to deep purple and crimson. They have large craniums, for the Sakiyan brain is nearly twice the size of the average Human brain.

Sakiyan Species Traits

All Sakiyans share the following traits:

Ability Modifiers: None.

Medium Size: As Medium creatures, Sakiyans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Darkvision: Sakiyans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Conditional Bonus Feat: A Sakiyan with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Lightning Reflexes: Sakiyans gain a +2 species bonus to their Reflex Defense.

Languages: Basic and Sakiyan.

THE WHEEL

The Wheel is a massive space station located in the Besh Gorgon system, in the Mid Rim. True to its name, the station is ring-shaped, with four spokes meeting a long, towerlike section piercing its center. A variety of docking ports and hangar bays are scattered around the ring and the central tower, allowing freighters and shuttles of all sizes and arrangements to dock without difficulty.

Large sections of The Wheel have been modified and rebuilt over the years, sometimes greatly changing its appearance, but keeping its familiar silhouette essentially the same. The orientation of decks, hangars, and towers are often at 90 degrees to adjacent structures, requiring gravity adjustment zones to allow the inhabitants to move from one section to another without difficulty. This is usually accomplished through the use of turbolifts that rotate to change orientation without disturbing the passengers, but some creatively configured hallways and ladders accomplish the same thing.

The Wheel has remained neutral territory through the Clone Wars, the Rebellion era, and the recent wars between the Empire, the Galactic Alliance, and Emperor Fel's forces. Thanks to its isolated location, The Wheel even managed to escape permanent damage during the Yuuzhan Vong invasion and often served as a safe transfer point for refugee starships.

The Wheel maintains its neutrality through whatever means necessary, including excessive tax payments, bribes, treaties, kickbacks, and even military force on occasion. While galactic governments occasionally take an interest in the station, it is usually for monetary reasons rather than military ones. In fact, since the defeat of Palpatine's Empire, no government has had the political will to bring The Wheel under its control.

The Wheel is best known for its many casinos and entertainment facilities. The most popular establishments are currently the Golden Star casino and Toran's Resort and Retreat. Beings from across the galaxy come to The Wheel for its exotic entertainment as well as to escape the rigorous laws and restrictions of the larger galactic governments. In fact, crime lords, entrepreneurs, and even major governments use The Wheel as a neutral stage for sensitive negotiations.

Visitors to the station find more than just entertainment, however. The Wheel features complete starship services capable of repairing anything up to a Colossal (frigate) capital ship. Modifications to most systems is also available, although in order to preserve its neutrality, The Wheel may officially refuse to carry out extremely dangerous or threatening upgrades. In reality, it is not difficult to find a tech willing to overlook such restrictions, for the right amount of credits. Basic supplies and a wide selection of exotic goods are available on the market decks. Many items that are considered illegal elsewhere can be found here, though the most rare, incriminating, or dangerous items will not be found displayed in the markets.

Pol Temm currently owns the station. In keeping with the station's strict goal of neutrality, he disallows weapons and fighting while onboard. In theory, only his own security forces and other authorized personnel are allowed to be armed. In fact, it is common practice for visitors to find ways of smuggling their own weapons aboard, often in pieces. Given the station's underworld culture, those determined to obtain weapons can usually do so.

Individuals who break the station's rules are dealt with quickly and harshly. Most are simply tossed back aboard their ships and ordered to leave the system immediately, with an armed escort. Those causing significant trouble might be shown the closest airlock instead. Most troublemakers are also banned from returning, although it's fairly easy to slip back on board in disguise.

The Wheel has an impressive array of weapons and shielding to protect itself from local pirates and even small military fleets. Four full squadrons of starfighters and 20 gunships and frigates provide further military support and regional patrol capabilities. These craft also escort important vessels, particularly those contracted with the station.

The Wheel

CL 19

Colossal (station) space station

Init -9; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 73; +15 armor

hp 2,900; DR 20; SR 250; Threshold 573

Speed fly 0 squares (starship scale)

Ranged 10 turbolaser batteries +17* (see below) and
8 point-defense laser cannon batteries +15 (see below) and
10 ion cannon batteries +17* (see below) and
10 tractor beam batteries +13* (see below)

Fighting Space 2x2 square (starship scale); Cover total

Base Atk +2; Grp +85

Atk Options autofire (point-defense laser cannon batteries)

Abilities Str 136, Dex 0, Con —, Int 20

Skills Initiative -9, Mechanics +6, Perception +6, Pilot -9,
Use Computer +6

Crew 10,000 (skilled); Passengers 15,000

Cargo 150,000 tons; Consumables 5 years; Carried Craft 48 starfighters,
various support and visiting craft

Availability Unique; Cost not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (6 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 8d10x5

Point-defense laser cannon battery (5 gunners)

Atk +15 (+10 autofire), Dmg 3d10x2

Ion cannon battery (6 gunners)

Atk +17 (-3 against targets smaller than Colossal), Dmg 5d10x5 ion

Tractor beam battery (4 gunners)

Atk +13 (-7 against targets smaller than Colossal),
Dmg — (grapple +85)

Pol Temm

Pol Temm is the current owner and administrator of The Wheel. He is one of the few beings to have lived most of his life on the station, giving him a vested interest in its continued existence. Pol has served The Wheel in many capacities over the years. He worked as a dealer and bouncer in the casinos, held security positions, served aboard the station's patrol ships, and eventually worked his way into the management and command structure. When some vengeful pirates had the previous owner assassinated during the Sith-Imperial War, Pol activated a long developed plan to transfer ownership of the station to himself. Few questioned the move, as he was the second-in-command at the time, and his reputation was above any suggestion that he might be involved in the death of his friend and predecessor.

Though he regards himself as generally honest, Pol knows the type of clientele that typically visits the station. While he prefers to take the high road whenever possible, ultimately he does what is needed to protect the station and its neutrality. He is strong willed, highly confident, and popular among the station's inhabitants and security forces. He is a skilled negotiator, but willing to use a heavy hand when necessary to preserve The Wheel's security and reputation. His able leadership has caused a resurgence in the station's popularity, and thus improved its financial fortunes as well.

As a Kel Dor, Pol Temm must wear a mask throughout most of the station. However, his own personal quarters, as well as certain entertainment areas, have been specially modified to cater to the specific needs of the Kel Dor. In fact, Pol has expanded the areas that cater to specific non-oxygen breathing species from other parts the galaxy.

Pol Temm

CL 13

Medium Kel Dor noble 10/crime lord 3

Destiny 2; **Force** 6; **Dark Side** 2

Init +12; **Senses** low-light vision; **Perception** +19

Languages Basic, Bocce, Durese, Huttese, Kel Dor, Mon Calamari

Defenses Ref 27 (flat-footed 26), Fort 25, Will 31

hp 76; **Threshold** 25

Speed 6 squares

Melee unarmed +9 (1d4+6)

Ranged blaster pistol +11 (3d6+6)

Base Atk +9; **Grp** +10

Atk Options Point Blank Shot, Precise Shot

Special Actions Demand Surrender, Impel Ally I, Inspire Confidence, Inspire Haste, Inspire Fear, Presence

Abilities Str 10, Dex 13, Con 13, Int 15, Wis 17, Cha 17

Special Qualities command cover +1

Talents Connections, Demand Surrender, Impel Ally I, Impel Ally II, Inspire Confidence, Inspire Haste, Inspire Fear I, Presence

Feats Armor Proficiency (light), Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Perception, Persuasion), Skill Training (Deception, Initiative, Mechanics), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Gather Information +14, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Mechanics +13, Perception +19, Persuasion +19, Pilot +12, Treat Injury +14, Use Computer +13

Possessions blaster pistol, encrypted comlink, encrypted datapad, Kel Dor antiox breath mask and goggles

Wheel Security

The Wheel's security forces are well-paid, highly trained, and effective. Beings from virtually any species are hired to serve aboard the station or its auxiliary patrol ships. The Wheel's security forces are loyal, for the most part. While a few can be bought off or corrupted, they typically don't last very long before the committed security forces arrest them or toss them out the airlock. Security attempts to deal with incidents in a nonlethal manner, as the current administrator prefers to deport and ban troublemakers rather than imprison or kill them.

Wheel Security

CL 7

Medium Human nonheroic 8/soldier 3/elite trooper 1

Force 3; **Dark Side** 1

Init +12; **Senses** low-light vision; **Perception** +12

Languages Basic, Huttese

Defenses Ref 23 (flat-footed 20), Fort 22, Will 14
hp 55; **Threshold** 22

Speed 6 squares

Melee combat gloves +12 (1d6+5) or

Melee stun baton +12 (2d6+4 stun) or

Melee vibroblade +12 (2d6+4)

Ranged heavy blaster pistol +12 (3d8+2) or

Ranged blaster rifle +13 (3d8+4, devastating attack) or

Ranged blaster rifle +10/+10 (3d8+4, devastating attack) with Double Attack

Base Atk +10; **Grp** +12

Atk Options Double Attack (rifles), Point Blank Shot, Running Attack^h

Special Actions Devastating Attack (rifles)

Abilities Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8

Special Qualities delay damage

Talents Devastating Attack (rifles), Weapon Specialization, Multiattack Proficiency (rifles)

Feats Armor Proficiency (light, medium), Double Attack (rifles), Martial Arts I, Point Blank Shot, Running Attack^H, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)

Skills Initiative +12^H, Perception +12, Stealth +12

Possessions battle armor with helmet package (low-light vision), blaster rifle, heavy blaster pistol, vibroblade, stun baton, combat gloves
H *Human bonus feat or trained skill.*

Wheel Thug

The Wheel's popularity among underworld figures and fringe society also makes it a prime target for petty criminals. In a station as massive as The Wheel, small gangs can exert some control and carry out petty crimes in less secure zones without attracting undue attention.

Wheel Thug

Medium Human nonheroic 3/soldier 3

Force 1; **Dark Side** 3

Init +9; **Senses** Perception +7

Languages Basic

Defenses Ref 18 (flat-footed 15), Fort 17, Will 12

hp 36; **Threshold** 17

Speed 6 squares

Melee unarmed +6 (1d8+2) or

Melee vibroblade +6 (2d6+2)

Ranged heavy blaster pistol +6 (3d8+1)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot^H, Squad Superiority

Special Actions Pin, Squad Fighter

Abilities Str 13, Dex 13, Con 14, Int 8, Wis 9, Cha 8

Talents Squad Fighter, Squad Superiority

Feats Martial Arts I, Martial Arts II, Pin, Point Blank Shot^H, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +9, Perception +7^H

Possessions combat jumpsuit, heavy blaster pistol, vibroblade

H *Human bonus feat or trained skill.*

CL 4

OTHER FRINGE PERSONALITIES

The Fringe is home to many noteworthy individuals who don't fall into clearly definable roles or organizations.

"BANTHA" RAWK

Once a Jedi named Nat Skywalker who left the Jedi Order, "Bantha" Rawk is a chief mechanic at the Selonian shipyards in the Corellia system. A large, tough Human, Bantha is better known for his side business: creating custom weaponry for those with credits to spare. His handiwork is carried by some of the finest bounty hunters in the galaxy, and includes Cade Skywalker's distinctive double-barreled blaster carbine.

Bantha operates out of his own compound, called Rawk's Nest, on the planet of Iego (see page 108). It's largely a family-run operation, and much like Bantha himself, his family is boisterous and opinionated. He is married to Droo, has a teenage daughter named Ahnah, a teenage son named Skeeto, and an adopted son named Micah. Rawk's clan is a match for local threats and can protect itself even from the likes of large criminal organizations such as Black Sun.



NAT SKYWALKER, AKA "BANTHA RAWK"

"Bantha" Rawk

Medium Human scoundrel 8

Destiny 1; Force 4**Init +5; Senses Perception +10****Languages** Basic, Bocce, Huttese**Defenses** Ref 21 (flat-footed 20), Fort 19, Will 20**hp 51; Threshold 19****Speed** 6 squares**Melee** vibroblade +8 (2d6+6)**Ranged** modified blaster pistol +7 (3d6+6) or**Ranged** modified blaster pistol +5 (4d6+6) with Deadeye or Rapid Shot or**Ranged** modified blaster carbine +7 (3d8+6) or**Ranged** modified blaster carbine +5 (4d8+6) with Deadeye or Rapid Shot**Base Atk +6; Grp +8****Atk Options** Deadeye, Point Blank Shot, Precise Shot**Special Actions** Disruptive, Knack, Lucky Shot, Trace**Abilities** Str 14, Dex 12, Con 12, Int 14, Wis 13, Cha 11**Talents** Disruptive, Knack, Lucky Shot, Trace**Feats** Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus

(Mechanics), Tech Specialist, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Deception +9, Knowledge (technology) +11, Mechanics +16,

Perception +10, Persuasion +9, Pilot +10, Use Computer +11

Possessions modified blaster pistol (+2 equipment bonus to damage), modified blaster carbine (+2 equipment bonus to damage), comlink

CL 8

CADE SKYWALKER

**CADE SKYWALKER**

Cade is the last of the Skywalkers, and like his predecessors, the Force is strong in him. And, like many of them, he struggles to find his way between the dark side and the light side.

Temperamental and often selfish, Cade tries to suppress and forget his lineage after the Ossus massacre. After losing his father, Kol Skywalker, Cade uses an extraordinary healing power that taps into the dark side of the Force to save his dying Master, Wolf Sazen. Fearing the temptation of the dark side, Cade abandons the Jedi way and, through necessity, falls in with a pirate gang that rescues him after his ship is destroyed in space. Cade, pretending to be a fellow scavenger, proves his worth by helping the pirates sack the ruined Jedi Academy on Ossus. Cade becomes an enthusiastic and effective bounty hunter in the years that follow, working alongside his on-and-off lover Deliah Blue and long-time friend Jariah Syn out of his ship, the *Mynock* (see page 219).

Cade soon discovers that the Skywalker legacy is not so easily cast aside, as the remaining Jedi and the new Sith take interest in his lineage and abilities. After battles with Darth Nihil and Darth Talon, Cade quickly concludes that he needs to return to his Jedi training, if nothing else than for self-defense. His old Master, Wolf Sazen, agrees to restart his training in the ruins of the Ossus academy. The training exposes Cade's tormented psyche and age-old fears.

In an effort to right a previous wrong, Cade abandons his training once again in order to save Hosk Trey'lis from the Sith. However, the Sith are waiting for him, and Cade is captured in the Sith Temple on Coruscant. For a time, he pretends to go along with Darth Krayt's teachings, learning much about the Sith Lord, his enemies, and even his own unusual healing abilities. Ultimately, Cade is unable to save Hosk from Darth Krayt, but he escapes the Sith Temple with help from a mother he didn't know existed, and his mostly loyal friends.

With each new experience and exploit, Cade becomes less the selfish, credit-hungry bounty hunter and more the respectful crusader, determined to settle old debts. However, given his personality and past, it is a sure bet that his future will remain unsettled and dangerous for a long time to come.

Cade Skywalker

CL 11

Medium Human Jedi 3/scout 5/soldier 1/bounty hunter 2

Destiny 2; **Force** 5, Strong in the Force; **Dark Side** 4

Init +13; **Senses** Perception +11 (may reroll)

Languages Basic, Hutttese, Shyriiwook

Defenses Ref 28 (flat-footed 25), Fort 27, Will 24

hp 115; **Threshold** 27

Speed 6 squares

Melee unarmed +10 (1d6+6) or

Melee lightsaber +11 (2d8+6)

Ranged modified double-barreled blaster carbine +11 (3d8+7) or

Ranged modified double-barreled blaster carbine +6/+6 (3d8+7) with
Double Attack

Base Atk +7; **Grp** +9

Atk Options Double Attack (rifles)

Special Actions Acute Senses, Block, Deflect, Hunter's Mark,
Power of the Dark Side

Force Powers Known (Use the Force +12): *dark transfer*, *Force disarm*,
Force thrust, *move object*

Abilities Str 13, Dex 15, Con 18, Int 14, Wis 13, Cha 14

Special Qualities familiar foe +1

Talents Acute Senses, Block, Armored Defense, Deflect, Hunter's Mark,
Improved Initiative, Power of the Dark Side

Feats Armor Proficiency (light), Double Attack (rifles), Force Sensitivity,
Force Training (2), Martial Arts I, Skill Training (Survival), Strong in the
Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers,
pistols, rifles, simple weapons)

Skills Acrobatics +11, Initiative +11, Perception +10, Pilot +11,
Survival +10, Use the Force +11

Possessions blast vest, Kol Skywalker's lightsaber, modified double-
barreled blaster carbine (no stock), data chips

CHAK

Chak is the Wookiee captain of the *Gripping Liar*, a smuggling ship of note in some circles (see page 219 for the ship's statistics). These days, he works with a young Devaronian named Kee (see page 213). Chak has been around long enough to remember the Clone Wars and the subsequent enslavement of the Wookiees. He ran some legitimate supply runs to the Jedi Academy on Ossus, in the years before its destruction. Chak is unafraid of taking risks, particularly when the pay is good or he has a vested personal interest. He is known as a fiercely loyal friend, and an equally ferocious enemy.

Chak

CL 8

Medium Wookiee scoundrel 5/scout 3

Destiny 1; **Force** 4; **Dark Side** 1

Init +6; **Senses** Perception +10 (may reroll)

Languages Basic (understand only), Shyriiwook



Defenses Ref 23 (flat-footed 20), Fort 20, Will 20

hp 54; **Threshold** 20; extraordinary recuperation

Speed 6 squares

Melee unarmed +9 (1d6+7)

Ranged hunting blaster carbine +8 (3d8+4)

Base Atk +6; **Grp** +9

Atk Options Point Blank Shot, Running Attack, Trip, Throw

Special Actions Acute Senses, Hyperdriven, Mobility, Skirmisher,
Vehicular Combat

Abilities Str 17, Dex 14, Con 13, Int 11, Wis 12, Cha 9

Special Qualities rage 1/day

Talents Acute Senses, Hyperdriven, Skirmisher

Feats Martial Arts I, Mobility, Point Blank Shot, Running Attack, Throw,
Trip, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple
weapons)

Skills Climb +7 (may take 10 when distracted or threatened),
Deception +8, Mechanics +9, Perception +10 (may reroll),
Persuasion +3 (may reroll when intimidating), Pilot +11,
Use Computer +9

Possessions hunting blaster carbine, comlink

CHOKA SKELL

Choka Skell is a Yuuzhan Vong warrior and the fierce protector of a shaper named Nei Rin (see page 215). Choka and his fellow Yuuzhan Vong are offworld when the Sith attack and destroyed the Jedi Temple on Ossus. Choka dutifully follows Nei Rin's orders to preserve and protect what little remains. More importantly, the proud warrior stays at Nei Rin's side when she decides to remain on Ossus to further investigate the Sith sabotage of the Yuuzhan Vong coral seeds.

Choka Skell is completely dedicated to the task of protecting the shaper and following her orders. While the protection of the Jedi artifacts on Ossus is important, to Choka it is secondary to Nei Rin's survival. Choka served on Ossus long enough to regard the Jedi as fellow warriors, worthy of respect in life and death. However, he remains as dedicated and violent as any Yuuzhan Vong warrior of the past. He has a particular hatred for the pirates who ransacked the Jedi Temple, second only to that of the Sith attackers themselves.

Choka Skell

Medium Yuuzhan Vong soldier 7

Destiny 1

Init +9; Senses Perception +7

Languages Basic, Yuuzhan Vong

Defenses Ref 22 (flat-footed 21), Fort 25, Will 16

hp 70; Threshold 25

Speed 6 squares

Melee amphistaff (quarterstaff form) +10 (1d6+7, devastating attack) or

Melee amphistaff (quarterstaff form) +5/+5 (1d6+7, devastating attack) with Dual Weapon Mastery I or

Melee amphistaff (spear form) +10 (1d8+7, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track) or

Melee amphistaff (whip form, reach 2 squares) +10 (1d4+7, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track; the target may be tripped or pinned instead of attacked for damage)

Ranged amphistaff (spear form) +9 (1d8+5, devastating attack, and if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track) or

Ranged razor bug +8 (2d8+3)

Base Atk +7; Grp +9

Atk Options Pin, Powerful Charge, Running Attack

Special Actions Devastating Attack (amphistaff)

CL 7

Abilities Str 14, Dex 13, Con 13, Int 12, Wis 8, Cha 8

Special Qualities Force immunity, technophobic

Talents Armored Defense, Improved Armored Defense, Devastating Attack (amphistaff), Weapon Specialization (amphistaff)

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Martial Arts I, Running Attack, Pin, Powerful Charge, Weapon Focus (amphistaff), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +10, Initiative +9, Jump +10, Perception +7

Possessions vonduun crab-shell armor, amphistaff, 4 razor bugs

DELIAH BLUE

Deliah Blue is Cade Skywalker's Zeltron mechanic, fellow bounty hunter, and sometimes lover. The Zeltrons are known for their hedonistic and fun-loving ways, and while Deliah is no exception, she is more adventurous than many. She uses her natural empathic abilities to her advantage, whether chasing a bounty or chasing Cade. Deliah is a decent gunner and pilot, but she's an exceptional mechanic, well known for her skill in keeping Cade's troublesome ship, the *Mynock*, flying.

Deliah, Cade, and Jariah Syn work as a bounty hunting team until Cade feels compelled to pursue his own path after encountering the Sith and the Jedi. Deliah continues to work with Jariah, but her true loyalty is to Cade.



Deliah Blue

Medium female Zeltron scout 4/scoundrel 5

Destiny 1; **Force** 4; **Dark Side** 1

Init +6 (may reroll); **Senses** Perception +10 (may reroll)

Languages Basic, Huttese, Shyriiwook

Defenses Ref 23 (flat-footed 21), Fort 21, Will 22; Dodge hp 60; **Threshold** 21

Speed 6 squares

Melee unarmed +6 (1d4+4)

Ranged bluebolt blaster pistol +9 (3d8+4) or

Ranged bluebolt blaster pistol +9 (4d8+4) with Deadeye or

Ranged concealed dart launcher +8 (3d8+4 stun)

Base Atk +6; **Grp** +8

Atk Options Deadeye, Keen Shot, Point Blank Shot, Precise Shot, Running Attack

Special Actions Acute Senses, Dodge, Hyperdriven, Spacehound, Vehicular Combat

Abilities Str 10, Dex 14, Con 13, Int 14, Wis 12, Cha 17

Special Qualities empathy, pheromones

Talents Acute Senses, Hyperdriven, Keen Shot, Seducer, Spacehound

Feats Deadeye, Dodge, Exotic Weapon Proficiency (concealed dart launcher), Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics, Persuasion), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +12, Mechanics +16, Perception +10, Persuasion +17, Pilot +11, Use Computer +11

Possessions bluebolt blaster pistol, concealed dart launcher, tool kit, comlink

HAAKO

Haako is a longtime inhabitant of The Wheel (see page 204) and very knowledgeable about those who come and go aboard the station. Credits easily buy the Chadra-Fan's primitive surveillance services and temporary loyalty. He is not especially bright, but his employers find that his enthusiasm and observational skills enable him to succeed at the lesser tasks they assign to him. Haako is always looking for his next payment, so he keeps careful track of who boards the station and when, so that he might reconnect with former employers with credits to spare for his services. He often finds that this information is also useful to other visitors, and thus his own pocketbook. Jor Torlin, a Sith agent, occasionally uses Haako's eyes and ears to keep abreast of visitors to The Wheel.

CL 9

Haako

Small Chadra-Fan scout 3

Force 1; **Dark Side** 1

Init +6; **Senses** darkvision; Perception +12

Languages Basic, Chadra-Fan

Defenses Ref 16 (flat-footed 15), Fort 13, Will 14
hp 30; **Threshold** 13

Speed 4 squares

Melee unarmed +1 (1d3-1)

Ranged hold-out blaster pistol +2 (3d4+1)

Base Atk +2; **Grp** -3

Special Actions Hidden Movement, Improved Stealth, Quick Draw

Abilities Str 8, Dex 10, Con 8, Int 10, Wis 12, Cha 10

Talents Hidden Movement, Improved Stealth

Feats Quick Draw, Skill Focus (Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +5, Initiative +6, Knowledge (social sciences) +11, Perception +12, Stealth +16

Possessions hold-out blaster pistol, comlink, credit chip, datapad

NEW SPECIES: CHADRA-FAN

Chadra-Fan are small humanoids with flat faces, round dark eyes, large ears, and flat noses. Their entire bodies, except for their oversized hands, are covered in fur.

Chadra-Fan are compulsive tinkerers. Any mechanical device left within reach has the potential to be disassembled and reconstructed. Exuberant in the extreme, they like virtually everyone they meet. It takes quite a lot of abuse to curtail or obliterate their cheery disposition. They don't survive well on their own and constantly seek companionship.

Chadra-Fan Species Traits

All Chadra-Fan share the following traits:

Ability Modifiers: -2 Wisdom, +2 Charisma.

Small Size: As Small creatures, Chadra-Fan gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: 4 squares.

Darkvision: Chadra-Fan ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Tinkerer: A Chadra-Fan may reroll any Mechanics check, but the result of the reroll must be accepted even if it is worse. Whenever a Chadra-Fan repairs or jury-rigs a droid or device with a Mechanics check, the droid or device regains an additional 1d8 hit points. Additionally, Mechanics is always a class skill for a Chadra-Fan.

Languages: Basic and Chadra-Fan.



JARIAH SYN

Jariah Syn is a pirate and bounty hunter through and through. He looks after Number One—himself—first in all situations. Despite this attitude, he occasionally discounts his self-centered nature to take advantage of a given situation, or simply for survival. He is extremely cynical and places pragmatism above all else, including loyalty. As a bounty hunter, he prefers to take his quarry in the easiest way, even if it means killing his target, if the pay is the same. Such attitudes often put him at odds with his companions, usually Deliah Blue and Cade Skywalker.

Jariah is a longtime friend of Cade, since the day the young Skywalker was first brought aboard the *Crimson Axe* after his near fatal battle with Imperial fighters over Ossus. Jariah perceives him from the outset as a kindred spirit and likely ally. Jariah convinces the pirate captain Rav to spare Cade, at least long enough for Cade to lead the gang safely through the destroyed Jedi Temple to ransack the place.

Jariah and Cade continue to work together even after leaving Rav's service and striking out on their own as bounty hunters. Though he dislikes Cade's leadership, Jariah is loyal until he discovers Cade's Jedi past. Jariah has a long-standing hatred of the Jedi, as one was responsible for the death of his father. After this revelation, Jariah's loyalty to Cade remains uncertain at best, despite the fact that each has risked much to save the other. Jariah is a competent pilot, serving as copilot aboard Cade's starship, the *Mynock*.

Jariah is an expert in illegal weaponry and manipulating Yuuzhan Vong biotechnology—skills he picked up while serving aboard the *Crimson Axe*, from with a Yuuzhan Vong crew member. He also picked up a bad gambling habit that rarely serves him well.

Jariah Syn

Medium Human scout 5/scoundrel 2/bounty hunter 2

Destiny 1; **Force** 4; **Dark Side** 4

Init +11; **Senses** Perception +9 (may reroll)

Languages Basic, Hutttese

Defenses Ref 25 (flat-footed 23), Fort 22, Will 20; Evasion
hp 69; **Threshold** 22]

Speed 6 squares

Melee unarmed +7 (1d4+5)

Ranged sporting blaster carbine +9 (3d8+4) or

Ranged sporting blaster carbine +7 (4d8+4) with Rapid Shot or

Ranged thud bug +8 (2d8+4 or 2d8+4 stun)

Base Atk +6; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Hunter's Mark, Keen Shot, Vehicular Combat

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 10, Cha 10

Special Qualities familiar foe +1

Talents Acute Senses, Evasion, Gambler, Hunter's Mark, Keen Shot

Feats Biotech Specialist, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Focus (Mechanics), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Knowledge (social sciences) +10, Mechanics +15, Perception +9 (may reroll), Pilot +11, Stealth +11

Possessions sporting blaster carbine, blaster pistol, 2 thud bugs, comlink, tool kit, utility belt, binder cuffs, mesh tape, credit chip

CL 9



JOR TORLIN

Jor Torlin is a Human Sith spy who does the Empire's bidding in exchange for handsome fees. Having received rudimentary Force training in his youth, Jor Torlin uses what little he knows of the Force, specifically the dark side, to aid him in his assignments. Typically, Torlin is assigned to tasks that require him to locate individuals, making him something of a bounty hunter. However, typically he is only required to locate these individuals and then report back to his Sith superiors (often directly to Darth Maladi), rarely getting involved in the capture of targets. Torlin has spent many years chasing individuals around the darkest, dirtiest, and most dangerous corners of the galaxy, from Nar Shaddaa to the Wheel, and he knows how to handle himself even when the odds are against him.

Jor Torlin's ship is a *Gladius*-class light freighter (see page 86) called the *Raider*.

Jor Torlin

CL 11

Medium Human scoundrel 5/scout 3/bounty hunter 3

Destiny 1; **Force** 5; **Dark Side** 14

Init +8 (can reroll, must take second result); **Senses** Perception +7 (can reroll, must take second result)

Languages Basic

Defenses Ref 29 (flat-footed 25), Fort 26, Will 24

hp 95; **Threshold** 26

Speed 6 squares

Melee unarmed +12 (1d6+6)

Ranged heavy blaster rifle +15 (3d10+5) or

Ranged heavy blaster rifle +13 (4d10+5) with Rapid Shot

Base Atk +8; **Grp** +11

Atk Options Careful Shot, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Hunter's Mark, Hunter's Target

Abilities Str 12, Dex 16, Con 16, Int 10, Wis 14, Cha 8

Special Qualities familiar foe +1

Talents Acute Senses, Dark Preservation, Hunter's Mark, Hunter's Target, Improved Initiative, Knack, Power of the Dark Side

Feats Careful Shot, Force Sensitivity, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Survival), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +9, Gather Information +9, Initiative +8 (can reroll, must take second result), Mechanics +10, Perception +7 (can reroll, must take second result), Pilot +13, Survival +12, Use the Force +9

Possessions heavy blaster rifle, comlink, datapad

KEE

Kee is a loyal friend to the Wookiee smuggler captain Chak (see page 209). She serves as copilot and mechanic aboard his ship, the *Griming Liar*. A highly skilled tech, she has some ability to manipulate Yuuzhan Vong biotechnology. Kee likes to break the rules and buck the system. It is unusual for female Devaronians to travel the galaxy, looking for adventure. Kee's sharp tongue and somewhat abrasive attitude often get her into trouble, but she usually has Chak around to bail her out.

"NO ONE WANTS TO
SEE AN UNHAPPY
WOOKIEE."

-KEE

Kee

Medium Devaronian scoundrel 3

Force 1**Init** +6; **Senses** Perception +2**Languages** Basic, Devaronese**Defenses** Ref 15 (flat-footed 15), Fort 12, Will 16**hp** 22; **Threshold** 12**Speed** 6 squares**Melee** unarmed +1 (1d4-1)**Ranged** blaster pistol +2 (3d6+1)**Base Atk** +2; **Grp** +2**Atk Options** Point Blank Shot**CL** 3**Abilities** Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 10**Special Qualities** natural curiosity**Talents** Biotech Mastery, Spacehound**Feats** Biotech Specialist, Point Blank Shot, Skill Focus (Deception, Mechanics), Tech Specialist, Weapon Proficiency (pistols, simple weapons)**Skills** Deception +11, Knowledge (technology) +8, Mechanics +11, Pilot +6, Stealth +6, Use Computer +8**Possessions** blaster pistol, tool kit, comlink, utility belt**NEW SPECIES: DEVARONIAN**

Devaronians hail from the planet Devaron. They are among the first species to develop interstellar travel, and the males of the species are common sights in spaceports throughout the galaxy. Female Devaronians, on the other hand, are usually content to remain in a single location, raise their young, and run the government of Devaron.

Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth. Males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Females are generally bright, wise, scrupulous, and sharp-tongued.

Devaronian Species Traits

All Devaronians share the following traits:

Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma (for males) or +2 Intelligence, +2 Wisdom, -2 Dexterity (for females).

Medium Size: As Medium creatures, Devaronians have no special bonuses or penalties due to their size.

Speed: 6 squares.

Conditional Bonus Feat: Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within its line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target.

Languages: Basic and Devaronese.

LIAAN LAH

Liaan Lah is a Yuuzhan Vong warrior and the somewhat less experienced bodyguard of the shaper Nei Rin (see page 215). Like Choka Skell (see page 210), Liaan is dedicated to Nei Rin and remains with her when the shaper decides to stay on Ossus after the Jedi Temple is attacked by the Sith. Liaan holds the Jedi in highest regard and believes their legacy—their surviving artifacts—to be worth protecting even though it forces the Yuuzhan Vong to remain in hiding on Ossus.

Liaan Lah

Medium Yuuzhan Vong soldier 6

Destiny 1**Init** +9; **Senses** Perception +7**Languages** Basic, Yuuzhan Vong**Defenses** Ref 21 (flat-footed 20), Fort 23, Will 15; Dodge**hp** 58; **Threshold** 23**Speed** 6 squares**Melee** amphistaff (quarterstaff form) +9 (1d6+7) or**Melee** amphistaff (quarterstaff form) +9 (2d6+7) with Mighty Swing or**Melee** amphistaff (quarterstaff form) +4/+4 (1d6+7) with Dual Weapon Mastery I or**Melee** amphistaff (spear form) +9 (1d8+7, if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track) or**Melee** amphistaff (whip form, reach 2 squares) +9 (1d4+7, if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track; the target may be tripped or pinned instead of attacked for damage)**Ranged** amphistaff (spear form) +8 (1d8+5, if the attack roll also exceeds the target's Fortitude Defense, the target moves -1 persistent step down condition track) or**Ranged** razor bug +8 (2d8+3)**Base Atk** +6; **Grp** +8**Atk Options** Mighty Swing, Running Attack**CL** 6

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 8, Cha 8

Special Qualities Force immunity, technophobic

Talents Armored Defense, Improved Armored Defense, Harm's Way, Weapon Specialization (amphistaff)

Feats Armor Proficiency (light, medium), Dodge, Dual Weapon Mastery I, Martial Arts I, Running Attack, Mighty Swing, Weapon Focus (amphistaff), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +10, Initiative +9, Jump +10, Perception +7

Possessions vonduun crabshell armor, amphistaff, 4 razor bugs

NAXY SCREEGER

Naxy Screeger is an irritating Sakiyan gambler, short on cash but long on excuses. The talkative fringer always has something to say, whether it is an excuse, minor threat, or bungled insult. Just about anyone who knows Naxy also knows someone he owes money to. His grasp of Basic is tenuous, but he doesn't let that stop him. Naxy eventually irritates the pirate Rav by skipping out on a bail bond, thereby earning a bounty large enough to attract the attention of Cade Skywalker and the *Mynock* crew. They catch the Sakiyan at Brogar's Cantina, along with the Jedi Hosk Trey'lis, and turn Naxy over to Rav. The cunning, or lucky, Screeger survives Rav's wrath. However, it's debatable how much longer he can get by on wits alone, particularly after he helps Cade Skywalker and the *Mynock* crew finagle Chak's ship, the *Griming Liar*, out of the pirate lord's clutches.

Naxy Screeger

Medium Sakiyan nonheroic 3/scoundrel 1

Dark Side 2

Init +1; **Senses** darkvision; **Perception** +1

Languages Basic, Sakiyan

Defenses Ref 12 (flat-footed 12), Fort 11, Will 11

hp 11; **Threshold** 11

Speed 6 squares

Melee unarmed +1 (1d4-1)

Ranged hold-out blaster pistol +1 (3d4)

Base Atk +2; **Grp** +1

Atk Options Point Blank Shot

Special Actions Quick Draw

Abilities Str 8, Dex 9, Con 10, Int 10, Wis 8, Cha 10

Talents Gambler

Feats Point Blank Shot, Quick Draw, Skill Focus (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Persuasion +12

Possessions hold-out blaster pistol, comlink

CL 2



NEI RIN

Nei Rin is the Yuuzhan Vong shaper behind the Ossus Project, the experiment to terraform ravaged worlds using Yuuzhan Vong biotechnology. The project is masterminded and supported by the Jedi Order, which hopes to rehabilitate worlds damaged in the Yuuzhan Vong invasion and change galactic opinion about the Yuuzhan Vong themselves. A highly skilled shaper, Nei Rin believes herself worthy of the task. She is therefore shocked when the experiments begin to go awry on other worlds, but not on Ossus itself. The Vong coral seeds, designed to repair damaged ecosystems, soon infect the inhabitants of those worlds, causing painful and lethal mutations to the populace. The Empire uses the ensuing outrage to divide the galaxy, taking advantage of the situation by going to war against the Galactic Alliance.

After Nei Rin leaves Ossus to investigate the cause of the mutations, the Sith attack the Jedi Academy on Ossus, killing the inhabitants and scattering what's left of the Jedi Order. The shaper returns shortly thereafter to witness the devastation. Nei Rin and her bodyguards (Choka Skell and Liaan Lah) are indebted to the Jedi and honor-bound to protect their legacy—a collection of Jedi artifacts and other items that survived the raids. They also provide honorable services for the fallen Jedi, especially Kol Skywalker.

Nei Rin and her bodyguards have remained hidden under the temple, protecting the Jedi legacy. Nei Rin has also determined that the failed terraforming operations on other worlds are the result of Sith sabotage. Nei Rin, freed from the guilt of the failed experiment by this revelation, remains dedicated to making the project a success. She hopes to reveal the true source of the mutations and clear the Yuuzhan Vong name throughout the galaxy.

Nei Rin

CL 12

Medium Yuuzhan Vong noble 7/shaper 5

Destiny 2

Init +7; **Senses** Perception +14

Languages Basic, Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook, Yuuzhan Vong, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 26, Will 29

hp 62; **Threshold** 26

Speed 6 squares

Melee unarmed +8 (1d4+6)

Ranged by weapon +9

Base Atk +8; **Grp** +9

Special Actions Bolster Ally, Coordinate, Inspire Confidence, Inspire Haste

Abilities Str 10, Dex 12, Con 10, Int 17, Wis 16, Cha 15

Special Qualities Force immunity, shaper lore +2, technophobic

Talents Biotech Mastery, Bolster Ally, Coordinate, Inspire Confidence, Inspire Haste, Master Shaper, Skilled Implanter

Feats Biotech Specialist, Biotech Surgery, Linguist, Skill Focus (Knowledge [galactic lore], Knowledge [life sciences], Knowledge [physical sciences], Knowledge [technology], Mechanics, Treat Injury), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +19, Knowledge (life sciences) +19, Knowledge (physical sciences) +19, Knowledge (social sciences) +14, Knowledge (technology) +19, Mechanics +19, Perception +14, Persuasion +13, Treat Injury +19

Possessions villip, shaper hand

NIFFLA

Nifflla is a Toydarian infomERCHANT and Imperial informant known to work the Hub shipyards at Mon Calamari. She's in it for the credits, and she'll deal with anyone—Imperial officers, high-ranking politicians, or criminals. She admits that the Sith Empire pays the best, especially for information regarding the Alliance Remnant, Admiral Stazi's fleet, the Jedi, or their sympathizers. She's also tasked with keeping an eye on suspected Mon Calamari freedom fighters. She's sneaky, stealthy, and underhanded. She works alone, mainly because she doesn't trust anyone.

Nifflla spies on Gial and Monia Gahan for the Empire prior to the theft of the *Imperious*. Although she receives a hefty fee for the information she provides, Nifflla is forced to remain on board Admiral Valan's flagship—in the brig—until the Mon Calamari are lured into a trap. Nifflla languishes in the brig for days before anyone thinks to release her after the trap fails spectacularly. Nifflla takes the hint and disappears from Imperial view, setting out to find new buyers for her information, at least until her small part in the disastrous plan is long forgotten.

Nifflla

CL 1

Small Toydarian nonheroic 3

Dark Side 1

Init +2; **Senses** Perception +12

Languages Basic, Huttese, Toydarian

Defenses Ref 12 (flat-footed 11), Fort 10, Will 11 (16 against Use the Force checks with the [mind-affecting] descriptor)

hp 8; **Threshold** 10

Speed 4 squares, fly 6 squares (maximum altitude 2 squares)

Melee unarmed +1 (1d4-1)

Ranged blaster pistol -2 (3d6)

Base Atk +2; **Grp** -2

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 10

Feats Skill Focus (Deception, Gather Information, Perception, Stealth), Skill Training (Gather Information), Weapon Proficiency (simple weapons)

Skills Deception +11, Gather Information +11, Perception +12, Stealth +17

Possessions blaster pistol, comlink, datapad

VONGSPAWN

Vongspawn are beings that have been infected and mutated by sabotaged Yuuzhan Vong coral seeds. Most Vongspawn become outcasts, left to struggle with the painful and violent disease on their own. Naturally, they often become violent or desperate in their search for a cure. The highest concentration of these unfortunate beings is thought to be in the lower levels of Coruscant.

Vongspawn Coral Seeds

The term "Vongspawn" started as a curse word, but after the Yuuzhan Vong war it became a derisive term referring to those unfortunate individuals infected by Sith-sabotaged Yuuzhan Vong coral seeds. Dormant sabotaged seeds must be activated by a Sith using the dark side of the Force. Active coral seeds can infect any species, causing painful spikes to grow from the victim's skin. Other mutations have been documented as well. The disease is high incurable, though it is possible that the Yuuzhan Vong will develop a cure someday. Even the Force provides little help. Those with the disease are exiled from their communities out of fear of transmitting the symptoms and mutations to others.

The disease makes an attack roll against any living creature that comes into contact with it. Roll 1d20+10 and compare the result to the target's Fortitude Defense. On a hit, the disease infects the target. Coral tumors and spikes begin to grow immediately, moving the character -1 persistent step down the condition track. Every 5 minutes thereafter, make a new attack roll against the target's Fortitude Defense. If the disease pushes the target to the bottom of the condition track, the target dies instead of falling unconscious. If the disease misses an attack roll, it stops making attack rolls and does not proceed any further.

A character or creature that survives the disease becomes a Vongspawn (see below). As this is a Yuuzhan Vong disease, Force Points cannot be used to prevent death. However, a Destiny Point can be spent to turn a successful attack by the disease into a miss, thereby stopping the advancement of the disease.

Curing the disease requires a DC 40 Treat Injury check, and Force Points cannot be spent to increase the skill check result. Yuuzhan Vong shapers hope to find a cure that will make treating the disease easier.

Vongspawn Template

The following rules apply to any character or creature that becomes a Vongspawn:

- The persistent condition of the disease (see above) cannot be removed until the disease is cured.
- Spiky growths appear on the vongspawn's body. The Vongspawn is unable to wear normal armor until cured.
- When a Vongspawn hits a target with an unarmed attack, the vongspawn makes a secondary attack (1d20+10) against the target's Fortitude Defense. If this attack hits, the target becomes infected with the disease.

FRINGE STARSHIPS

Organizations and individuals presented in this chapter routinely use the starships detailed below.

A519 INVADER CLOSE SUPPORT STARFIGHTER

The A519 Invader from Kuat Drive Yards is designed for planetary, space station, and capital ship invasion scenarios requiring close support for ground troops, zero-g boarding parties, and dropship and assault shuttle escort. Mercenary and heavily armed law enforcement units are the ship's initial customers, but it isn't long before the A519 starts turning up in pirate fleets and Black Sun intimidation forces.



TWO INVADERS ESCORT A NEMESIS-CLASS SHIP.

The Invader packs a punch with its two twin laser cannons, especially when configured to fire in a focused area. The system allows any pilot to use the Burst Fire feat (see page 82 of the Saga Edition rulebook) when firing at a target at short or point-blank range. In addition, the attack penalty is reduced from -5 to -2 for pilots who already have the Burst Fire feat. Pilots with the feat can also use the Burst Fire feat for attacks at greater ranges, but do not benefit from the additional damage indicated below.

The Invader is equipped with heavy-duty shielding and hardened alloy armor plating to improve its durability. For such a small fighter, these upgrades cost the ship maneuverability, and the Invader is at a distinct disadvantage when dogfighting with top-of-the-line starfighters.

A519 Invader Close Support Starfighter

CL 8

Huge starfighter

Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 23; +3 armor; Vehicular Combat **hp** 80; **DR** 10; **SR** 20; **Threshold** 33

Speed fly 16 squares (max. velocity 1,450 km/h), fly 6 squares (starship scale)

Ranged twin double laser cannons +4 (see below) or

Ranged twin double laser cannons -1 (see below) with Burst Fire

Fighting Space 3x3 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +25

Atk Options autofire (twin laser cannons), Burst Fire (twin laser cannons)

Abilities Str 36, Dex 18, Con —, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none

Cargo 75 kg; **Consumables** 6 days; **Carried Craft** none

Hyperdrive x2, limited navicomputer (2-jump memory)

Availability Licensed; **Cost** 125,000 (70,000 used)

Twin laser cannons (pilot)

Atk +4 (-1 autofire), **Dmg** 5d10x2

Twin laser cannons (pilot using Burst Fire feature)

Atk -1 autofire, **Dmg** 7d10x2 (at short or point-blank range)

NEMESIS-CLASS PATROL SHIP

The *Nemesis*-class patrol ship, built by the Corellian Engineering Corporation, isn't new. It's been around since before the Sith-Imperial War and is primarily sold to outlying worlds and smaller governments that require light but reliable armed patrol craft. The ship's durability, along with its advanced sensors and computer systems, make it popular with law enforcement. Its limited weaponry restricts its military usage. One popular feature is that the ship can be flown with as few as two crew members. The ship's laser cannons can either be fire-linked and controlled by the pilot, or, if a full crew is aboard, a separate gunner can control each gun separately. Many owners use its limited cargo space to deploy speeder bikes and crews quickly in ground-based operations.

The Black Sun syndicate uses intermediaries and skillful record manipulation to obtain a large number of these vessels. Though the ships are somewhat antiquated, Black Sun puts them to good use. The ships support Black Sun operations throughout the Outer Rim and other isolated areas, often in support of armed swoops or speeder bikes.

Nemesis-class Patrol Ship

CL 6

Colossal space transport

Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat **hp** 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares (starship scale)

Ranged fire-linked laser cannons +7 (see below) or

Ranged 4 laser cannons +5 (see below) or

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +40

Atk Options autofire (laser cannons, fire-linked laser cannons)

Abilities Str 46, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 4 (skilled); **Passengers** 10

Cargo 5 tons; **Consumables** 6 months; **Carried Craft** 6 speeder bikes

Hyperdrive x2, navicomputer

Availability Licensed; **Cost** 180,000 (95,000 used)

Fire-linked laser cannons (pilot)

Atk +7 (+2 autofire), **Dmg** 6d10x2

Laser cannons (pilot/gunner)

Atk +5 (+0 autofire), **Dmg** 5d10x2

GRINNING LIAR

The *Grinning Liar* is the starship used by the smugglers Chak and Kee. A well maintained YX-1980 space transport, the *Grinning Liar* hasn't seen as much action as many other smuggling vessels but has a way of keeping its owners alive in a pinch. The *Grinning Liar* is a relatively quick ship that has been given enhanced armor plating and hull reinforcement. Additionally, at Kee's request, Chak paid to have the ship's built-in forward laser cannons upgraded with advanced cannon enhancements for those rare occasions when the ship's speed isn't enough to get it out of trouble.

The Grinning Liar

CL 8

Colossal* space transport

Init +2; Senses Perception +10

Defenses Ref 20 (flat-footed 15), Fort 28; +15 armor

hp 180; DR 15; SR 40; Threshold 88

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged medium laser cannons +5 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +6; Grp +42

Abilities Str 46, Dex 20, Con —, Int 16

Skills Initiative +2, Mechanics +11, Perception +10, Pilot +7, Use Computer +9

Crew 2 (unique); Passengers 6

Cargo 90 tons; Consumables 2 months; Carried Craft none

Hyperdrive x1 (backup x10), navicomputer

Availability Unique; Cost not available for sale

* This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Medium laser cannons (copilot)

Atk +5, Dmg (6d10+1)x2

"THE GRINNING LIAR
WAS A LOAN-NOT
A GIFT. I WANT MY
SHIP BACK. NOW."

-CHAK



MYNOCK

The *Mynock* is Cade Skywalker's personal transport. An old *Helot*-class medium transport, the *Mynock* has been modified, torn down, and rebuilt by Bantha Rawk and Deliah Blue so many times that spaceport rumors claim that there isn't a single bolt or metal plate on the ship that was there when it rolled off of the assembly line. Still, despite the ship's looks, the *Mynock* is one tough, fast hunk of junk. Able to make .5 past lightspeed and outfitted with weapons enough for the three crew members to man during combat, the *Mynock* is good in a fight and better at chasing down a fleeing bounty. In their relatively short bounty hunting careers, Cade, Deliah, and Jariah Syn have made enemies enough for two lifetimes, the Deliah wisely installed some hefty shields and always makes sure that the ship's armor reinforcements are in place and functioning properly.

The Mynock

CL 9

Colossal* space transport

Init +4; **Senses** Perception +9

Defenses Ref 17 (flat-footed 16), Fort 30; +16 armor

hp 200; **DR** 15; **SR** 50; **Threshold** 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)

Ranged medium laser cannons +9 (see below) and heavy laser cannons +8 (see below) and quad laser cannons +8 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +7; **Grp** +47

Atk Options autofire (medium laser cannons, heavy laser cannons, quad laser cannons), fire-link (medium laser cannons, heavy laser cannons)

Abilities Str 50, Dex 12, Con —, Int 14

Skills Initiative +4, Mechanics +16, Perception +9, Pilot +2, Use Computer +11

Crew 3 (unique); **Passengers** 6

Cargo 70 tons; **Consumables** 3 months; **Carried Craft** none

Hyperdrive x0.5 (backup x8), navicomputer

Availability Unique; **Cost** not available for sale

* This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Medium laser cannons (pilot)

Atk +9 (+4 autofire), **Dmg** (5d10+5)x2

Heavy laser cannons (gunner)

Atk +8 (+3 autofire), **Dmg** (6d10+4)x2

Quad laser cannons (gunner)

Atk +8 (+3 autofire), **Dmg** (6d10+4)x2

"MYNOCK IS
ONE OF A KIND-I
SHOULD KNOW, I
HELPED BUILD HER-
AND INSTANTLY
IDENTIFIABLE."

-BANTHA RAWK

BEASTS

In the Legacy era, there are threats beyond the Empire and the Sith, beyond the criminal syndicates and bounty hunter guilds. Predators lurk on every world, among them primitive beasts that hunt to survive.

SHAPED BEAST

Shaped beasts are creatures altered by Yuuzhan Vong shapers during or after the Yuuzhan Vong invasion. Unlike the vongspawn (see page XX), these creatures do not suffer from their shaped state, and often their inherent characteristics are enhanced or complemented in some fashion. They can be detected by Force-users.

Though skilled shapers can alter almost any part of a living organism, some forms of bioengineering are quite common. The shaped beast template (see below) provides a starting point for Yuuzhan Vong-altered creatures. The Gamemaster should select attributes from the list, but is free to add features or abilities as required to meet a specific creature concept.

Shaped Beast Template

A shaped beast has the statistics of the base creature, with one or more of the following modifications. Each modification increases the CL of the creature by 1.

Armored Defenses: Increase the base creature's defenses by +3.

Enhanced Resilience: The creature gains Improved Damage Threshold as a bonus feat, increasing its Damage Threshold by 5, and gains +2 hit points per beast level.

Improved Natural Weapons: The base creature's natural weapons deal 1 additional die of damage per attack. For example, if the base creature as a bite attack that deals 1d6+5 damage, the shaped version of the creature would deal 2d6+5 damage with its bite instead.

Increased Aggression: The creature gains a +2 rage bonus on melee attack rolls.

Poison Attack: The creature's bite, claw, or sting attack (determined by the Gamemaster) is poisonous. If the attack hits and the attack roll result equals or exceeds the target's Fortitude Defense, the attack deals an extra 2 dice of damage and the target moves -2 persistent steps down the condition track. This persistent condition can be removed with the Treat Poison application of the Treat Injury skill (see page 75 of the Saga Edition core rulebook).

Shaped Gundark

CL 15

Medium beast 10

Init +9; **Senses** low-light vision, scent; Perception +13

Defenses Ref 22 (flat-footed 18), Fort 19, Will 16

hp 125; **Threshold** 24

Speed 6 squares

Melee 4 slams +17 each (2d4+13) and

bite +17 (2d6+13 plus poison) or

Melee club +17 (2d6+16) or

Melee club +17 (3d6+16) with Mighty Swing or

Melee club +13 (2d6+16) with 4 points of Power Attack

Base Atk +7; **Grp** +15

Atk Options Crush, Mighty Swing, Pin, Power Attack

Abilities Str 27, Dex 18, Con 22, Int 6, Wis 15, Cha 13

Special Qualities armored defenses*, constrict, enhanced resilience*, improved natural weapons*, increased aggression*, low-light vision, poison attack*, scent

Feats Crush, Improved Damage Threshold, Mighty Swing, Pin, Power Attack

Skills Acrobatics +9, Climb +13, Initiative +9, Perception +13, Stealth +9, Survival +8

Constrict—A shaped gundark that succeeds in grappling an opponent can use the Crush and Pin feats as normal. When crushing, however, a shaped gundark deals 3d6+13 points of damage.

Poison Attack (Bite)—If a shaped gundark hits with its bite attack and its attack roll result equals or exceeds the target's Fortitude Defense, the bite deals an extra 2d6 damage and moves the target -2 persistent steps down the condition track.

* *Special qualities granted by the shaped beast template.*

"I SHOULD NOT
HAVE SURVIVED
WHAT THE VONG
DID TO ME—YET I
ENDURED."

-DARTH KRAYT

VANX

The vanx is a vicious, carnivorous pack hunter native to the planet Vendaxa. It has a powerful, muscular build that allows it to run quickly and pounce on its prey. The quadrupedal creature uses its powerful claws and sharp, pointed teeth to hold and rip a captured enemy to shreds. A tough, greenish-brown hide and dense scalelike structures protect it against attacks. Two distinctive ear stalks rise from the top of its head, between the eyes and neck.

A vanx pack numbers between 5 and 20 members, led by a male or female "alpha." The loss of the leader does not dissuade the pack once in combat. Vanxes rely on brute strength and ferocity rather than stealth, attacking as a group and attempting to encircle individual targets after charging into a fray. Their speed and quickness combined with their numbers make them extremely dangerous to encounter in open territory.

Vanx

CL 2

Medium beast 3

Init +4; **Senses** low-light vision; Perception +1

Defenses Ref 16 (flat-footed 13), Fort 13, Will 10

hp 23; **Threshold** 13

Speed 8 squares

Melee 2 claws +7 (1d4+5) or

Melee bite +7 (1d6+5)

Base Atk +2; **Grp** +7

Atk Options Crush, Pin

Abilities Str 20, Dex 16, Con 17, Int 1, Wis 10, Cha 10

Special Qualities low-light vision

Feats Crush, Pin

Skills Jump +11

Vanx Alpha

CL 5

Medium beast 6

Init +6; **Senses** low-light vision; Perception +3

Defenses Ref 16 (flat-footed 13), Fort 14, Will 10

hp 41; **Threshold** 19

Speed 8 squares

Melee 2 claws +9 (1d4+5) or

Melee bite +9 (1d6+5)

Base Atk +4; **Grp** +9

Atk Options Crush, Pin

Abilities Str 20, Dex 16, Con 18, Int 1, Wis 10, Cha 10

Special Qualities pack lord, low-light vision

Feats Crush, Improved Damage Threshold, Pin

Skills Jump +13

Pack Lord—On a successful attack, the vanx alpha deals +1 die of damage for each vanx adjacent to both it and the target.

APPENDIX

Every character, creature, droid, vehicle, and starship in this book appears on this list, which is sorted alphabetically by Challenge Level (CL).

CHARACTERS AND CREATURES	CL	PAGE
Niffla	1	216
Black Sun thug	2	198
Galactic Alliance army trooper	2	130
Galactic Alliance navy crew member	2	132
Haako	2	211
Mon Calamari resistance member	2	133
Naxy Screeger	2	215
Vanx	2	221
Joker Squad demolitionist	3	164
Joker Squad heavy weapons specialist	3	165
Joker Squad stormtrooper	3	163
Kee	3	213
Sith spy	3	165
Imperial missionary	4	162
Nu Toreena	4	138
Wheel thug	4	207
Astraal Vao	5	180
Brogar	5	199
Finn	5	204
Galactic Alliance Core Fleet covert agent	5	128
Galactic Alliance navy gunner	5	132
Galactic Alliance pilot	5	132
Vanx alpha	5	221
Galactic Alliance navy junior officer	6	130
Jak	6	203
Liaan Lah	6	214
Black Sun lieutenant	7	198
Choka Skell	7	210
Knighthunter	7	165
Wheel security	7	206
Anj Dahl	8	136
"Bantha" Rawk	8	207
Chak	8	209

CHARACTERS AND CREATURES	CL	PAGE
Monia Gahan	8	137
Ronto	8	139
Skull Squadron pilot	8	166
Andurgo	9	134
Deliah Blue	9	210
Gunn Yage	9	181
Jariah Syn	9	212
Queen Jool	9	202
Bail Antilles	10	135
Galactic Alliance Core Fleet elite commando	10	128
Galactic Alliance navy captain	10	130
Hondo Karr	10	137
Hosk Trey'lis	10	194
Konrad Rus	10	179
Marasiah Fel	10	176
Shado Vao	10	196
Azlyn Rae	11	178
Cade Skywalker	11	208
Fehlaaur	11	175
Galactic Alliance army officer	11	128
Imperial Knight	11	162
Jor Torlin	11	213
Commander Jhoram Bey	12	135
Nei Rin	12	215
Oron Jaeger	12	178
Rav	12	201
Captain Jaius Yorub	13	139
Darth Maleval	13	171
Darth Talon	13	172
Pol Temm	13	206
Rulf Yage	13	181
Black Sun Vigo	14	198
Gial Gahan	14	136
Kol Skywalker	14	195
Antares Draco	15	174
Darth Azard	15	168
Darth Maladi	15	170

CHARACTERS AND CREATURES	CL	PAGE
Morlish Veed	15	180
Nyna Calixte (Morrigan Corde)	15	167
Shaped gundark	15	221
Wolf Sazen	15	196
Admiral Gar Stazi	16	133
Darth Nihl	16	171
Darth Wyyrlok	16	173
Darth Krayt	20	168
Roan Fel	20	177

DROIDS	CL	PAGE
Holocam droid	0	72
PI-Series medical assistant droid	0	69
Roving Eye observation droid	0	72
3Z3 medical droid	1	70
Aggressor-Series battle droid	1	75
BL-39 interrogator droid	1	70
FEG-Series pilot droid	1	71
HV-7 loading droid	1	77
Z65 patrol droid	3	73
LV8-Series guard droid	4	74
IX-6 heavy combat droid	5	75
LON-29 battle droid commander	6	76

VEHICLES AND STARSHIPS	CL	PAGE
Kybucket speeder bike	5	184
GPE-3300 airspeeder	6	81
MC-24a light shuttle	6	89
Model 67 Shrieker speeder bike	6	80
Nemesis-class patrol ship	6	218
Veltiss-2 airspeeder	6	82
GPE-7300 space transport	7	87
Helot-class medium space transport	7	88
QuickFire speeder bike	7	80
A519 Invader close support starfighter	8	217
All Terrain Riot Control Transport (AT-RCT)	8	184
Besh-Type personal starfighter	8	83

VEHICLES AND STARSHIPS	CL	PAGE
Grinning Liar	8	219
J-1 shuttle	8	88
Phoebos-class starfighter	8	83
YX-1980 space transport	8	89
Gladius-class light freighter	9	86
Jumpstar HPF starfighter	9	144
Mynock	9	219
R-28 starfighter	10	84
RC-2 Twilight scoutship	10	144
Scarlet Star (modified YT-2400 transport)	10	147
I4 Ionizer starfighter	11	143
Neutralizer-class bomber	11	187
Predator-class starfighter	11	186
CF9 Crossfire starfighter	12	142
Fury-class starfighter	12	185
Sigma-class long-range shuttle	12	188
X-83 TwinTail starfighter	12	85
YZ-2500 heavy transport	12	91
BB-2 Torrent fighter/bomber	13	141
Crix-class diplomatic courier shuttle	13	145
Nune-class Imperial shuttle	13	187
All Terrain Armored Heavy Transport (AT-AHT)	14	185
Crix-class assault shuttle	15	146
MT Dropship	15	146
Spinward-class tender	15	152
Crimson Axe	17	200
Sabertooth-class assault & rescue vessel	17	147
ShaShore-class frigate	18	148
Tri-Scythe-class frigate	18	151
Ardent-class fast frigate	19	189
The Wheel	19	204
Mobile Spacedock 220	20	153
Scythe-class battle cruiser	22	149
Indomitable	23	150
Golan VIII space defense platform	25	152
Pellaeon-class Star Destroyer	28	189
Imperious-class Star Destroyer	29	190

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